

SEGA  
SATURN GAMES  
FOR A YEAR

WIN!

# SEGA

#21  
SEPT '95  
£2.45

## MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE



COMPETITION  
RECKON YOU'RE  
THE BEST?  
**PROVE IT!**

REVIEWED! Can you  
stomach...

# BUG?

SATURN'S FIRST 3D PLATFORMER!

INSIDE!

SEGA  
SATURN™

WING ARMS



CLOCKWORK  
KNIGHT 2



PANZER DRAGON  
REVIEWED

**PLUS!**

- Batman Forever
- Micro Machines '96
- Vectorman
- Cool Spot 3
- Demolition Man
- Primal Rage
- Water World
- Flux



Megadrive beat 'em  
up of the year!





# OUT!



## [NOW]

**"Very playable and addictive - an ace conversion of a classic sport to the Megadrive." Mean Machines**

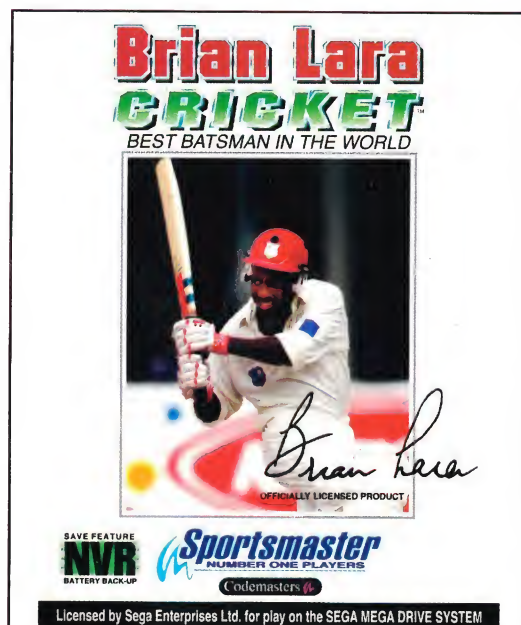
Brian Lara, the highest scoring batsman in Test history has joined the Sportsmaster team for this superb box-busting cricket simulation.

For the first time, square drives, on drives and cover drives are all on the Megadrive.

Up to 4 of you can play, selecting the team and adopting different tactics as well as having complete control of all your players



**Sportsmaster**  
NUMBER ONE PLAYERS



on the field. You can even save the game using the battery back-up.

Bouncers, yorkers, googlies - everything except ball-tampering is right here, accurately reproduced in real-time 3D panoramic perspective!

You'll need judgement, cunning and fingers like lightning - are you up to the ultimate test?



**Codemasters**

Lower Farm House, Stoneythorpe, Southam, Warwickshire CV33 0DL. U.K. Tel: 01926 814 132 Fax: 01926 817 595

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THE MAN  
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FOXY MOPHEAD  
TOM COX  
DEPUTY THE MAN  
SAM HICKMAN  
NOT HERE ANYMORE  
CLAIRE COULTHARD  
HALF A SIXPENCE  
TOM GUISE

REAPING THE BENEFITS  
RAD AUTOMATIC  
ED LOMAS

SEGA LIAISON  
MARK MASLOWICZ

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there's loads of mistakes in this  
issue.

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# SATURN:

## THE CHOICE OF A NEW GENERATION

Judging by the amount of response we received from our questionnaire last month, it seems as though you're an optimistic lot when it comes to the Saturn. Although we haven't had the replies analysed officially yet, almost all of the returns indicate that the Saturn is top of their next generation wish list, with the most eagerly awaited games being Virtua Cop, Virtua Fighter 2 and Sega Rally. All of which you can read about in this very issue, funnily enough. That's as well as the first review of Bug, and features on Clockwork Knight 2 and Wing Arms. This month, we've also expanded our Saturn Magazine section to encompass a widening release schedule, and we're even beginning to see the fruits of third party Saturn developers' labour. And, just to prove that we're not forgetting our trusty Megadrive owners, we have the very first review of Comix Zone and a development feature on the forthcoming Batman Forever game. So, another packed issue. But then, you wouldn't really expect anything less, would you?



## rich



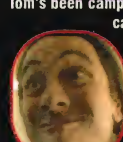
We're all a little bit worried about Rich at the moment. Not out of any misguided compassion or anything of course - we're worried about the clankings and rumblings coming from the Baron Von Segamag Towers basement. Tom G lost his bouncy ball down there, and swears to have seen a goose-stepping robot with a nuclear missile strapped to its head when he chased it into a darkened cellar room.

## sam



A life of summertime relaxation for Sam this month, with a pleasant camping trip with her boyfriend. Or is that a life of covert ninja orientation training with a psychotic Thuggee assassin? Hiding out in the woods, hunting wild pigs whilst wearing blindfolds, with only olfactory senses and amazing ninja spatial awareness techniques for aid, that's what we reckon she's been up to, in preparation for Tom G turning up late. Again.

## tom c



Tom's been camping as well, but he wouldn't like us to call it that, because it sounds a bit sissy. No, he was "touring", maaan, living the dream of the rockin' road warrior, with just his geeetar in his hand when his band Slow Boat to Barnet played the Phoenix Festival. Obviously the organisers hoped the addled minds of the festival-goers would never realise who they were or mistake them for someone they'd heard of. They needn't have worried.

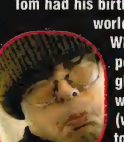


## GONE AWAY

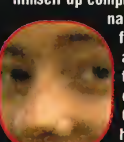
## claire

This camping lark is all a bit much for Claire. Anywhere more than a lark's spit from a dry cleaners or a waffle iron is inhospitable wilderness so far as she's concerned. Instead she's been trying to find a new job. And she has. So she's off. Bye Claire. You had nice hair.

## tom g



Tom had his birthday recently, and all his friends in the world went out for a sophisticated meal. Which, in real terms, translates as five people sitting in McDonalds staring glumly at the remnants of a Happy Meal with free Ronald McDonald paper hat (which Tom insisted we wear), listening to Tom playing with his hamburger and free toy, whilst ignoring the expensive toys bought for him by the crew.

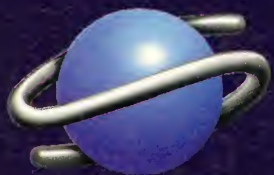


## rad

Even in the brightest sunshine, Rad insists on covering himself up completely. Why should this be? What rational, sensible explanation could there be for this? Well we've seen those alien autopsy pictures, and now we reckon that Rad's trying to cover up examination scars left after a live CIA/MI5 experiment on the workings of his strangely tuber-like spud innards.



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### SHOWCASES

#### BUG 42

We all know that with a new machine comes promises of great game innovations and all-new characters. Luckily, Bug lives up to all its expectations, and has the added bonus of being the Saturn's first 3D platformer too!

#### VIRTUA CITY 48

Eight pages filled with Saturn information straight from Japan's top developers AM2. Includes new pictures of Virtua Fighter 2 and Virtua Cop, plus secret Virtua Fighter moves and a huge in-depth Daytona guide.

#### ENTER OUR DAYTONA TIME ATTACK COMPO!

If you own a copy of Daytona on the Saturn, you're already on your way to winning free games for a whole year! Turn to page 54 now, for more details!







## MEGA DRIVE MEGA DRIVE 32X MEGA-CD GAME GEAR

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### SHOWCASES

#### COMIX ZONE 72

Ever wondered what would happen if your drawings came to life? Well, you need to speak to Sketch Turner then. You see, he was innocently drawing his latest comic strip one evening, when a thunderbolt struck, flinging him into the comic realms. Find out how he copes in this innovative Megadrive adventure!

#### FLUX 78

Next generation fever may be gripping the nation at the moment, but that doesn't mean that Mega-CD owners lose out. Especially when programmers are have wised up to the fact that the Mega-CD is at its best when it's used for stunning visuals. This bedroom trancer has already been used at the summer's biggest festivals, and soon, you can have it in your house!

#### BATMAN FOREVER 80

It's already broken all box office records, and it's only been released for just over a month! And you know what that means. Yep, a game conversion of Batman Forever will be winging its way to you shortly. We take a look at the early development versions and reveal Acclaim's role in the movie's special effects.

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#### PLUS...ALIEN SOLDIER RIPPED APART! 68

Yep, we take this rock-hard game to pieces in this four page guide. All the codes and passwords you'll need, plus plenty of slaying techniques and an all-important action replay code for pathetic people.



SEGA  
MAGAZINE  
OFFICIAL'S ONLY OFFICIAL SEGA MAGAZINE

ISSUE

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# SATURN SEGA RALLY — FIRST HARD INFO!

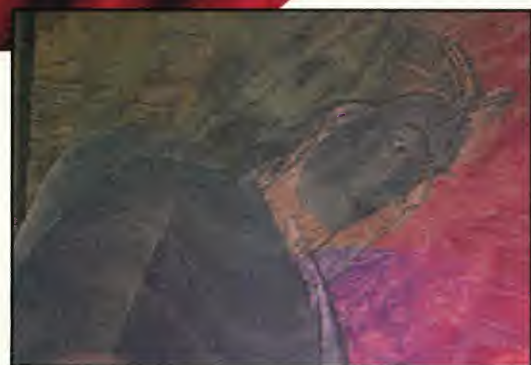
If you're a regular reader of SEGA MAGAZINE, you should be more than aware that the smash-hit coin-op, *Sega Rally*, is currently being converted onto the Saturn. Well, now Sega Of Japan have revealed their early development plans for what could prove to be the hottest driving game conversion ever seen.

At present, no screenshots of the game have been released. It is however, 10% complete. None of the original coin-op team, AM3, are involved in the development of the game. Instead, the programming chores are being done by a specialist home-console division known as the CS Team. The whole project, however, is being overseen by the producer of the coin-op, Mr Tetsuya Mizuguchi. In a recent interview with Japanese publication, *Sega Saturn Magazine*, Mr Mizuguchi expressed his confidence about the conversion, even going so far as to say they expect the final product to be better than

the coin-op. Both of the original cars – the Toyota Celica and the Lancia Delta – are in the game, with the distinct possibility that other “supercars” will make it in. There's even the suggestion that the Hornet from *Daytona* might make an appearance! In fact, just like *Daytona*, a wealth of extra features looks to be the order of the day with the *Sega Rally* conversion. A choice of tyres, suspension and different sized spoilers may well be included to increase the lastability of the game for home use. Although the selection of four arcade tracks (including the super-advanced track) will remain the same, Mr Mizuguchi hints at other ways to enjoy them, which sounds distinctly like mirror and reverse track modes may find their way into the game. The two different driving viewpoints of the coin-op look unlikely to be expanded upon, although a replay feature may well provide new views of the races. Most important of all though, a two player option (sadly absent from *Daytona* due to development restrictions) may make it into the game through the use the long-awaited link-up cable which connects two Saturns together. Although rapid progress is being made in the development of *Saturn Sega Rally*, Mr Mizuguchi doubts the game will be released by the end of the year. There is however, a distinct chance we'll have the first pictures of the game in next month's SEGA MAGAZINE.

UN

SEGA



▲ On the Saturn!

## I COULD DO WITH A D

In addition to releasing just about every title possible on the Megadrive, Acclaim are lining up loads of releases for the Saturn too.

One of their first titles that ISN'T a coin-op conversion is *D*, an action adventure game. It's already been released on the 3DO a couple of months ago and sees an intrepid young detective investigating a creepy old house. As you'd expect, it's packed with supernatural goings-on, traps of gigantic proportions and loads of incredibly shifty characters. And what's more, it looks rather good. There's no word on a UK release yet, but seeing as just about all of Acclaim's products wind up getting released over here, we should be seeing it in a couple of months.

## VIRTUA GYM SLIPS

The rip-off 'virtual' series of titles continues to roll along in Japan, with news of yet another sports title.

But don't get too excited, it's not another racing game or anything. It's volleyball. Yes, that's right, volleyball. We're glad to say that it does indeed seem very true to the real game with the players in particular looking rather dapper. So, er, Volleyball, then. Here's some pics.







▲ Indy 500: coming soon.

## LET'S ALL DO THE CONGO...

Although Michael Crichton's Congo hasn't enjoyed the same success as his smash hit Jurassic Park, it's currently going through the motions in British cinemas, and come to think of it hasn't done too badly at all.

Featuring loads of gorilla-type monsters in bad latex suits and a battle for human survival, it easily beats some of the other dross around at the moment, and of course, makes perfect video game fodder. A couple of months ago we brought you news of a forthcoming Saturn version, but developers Vacuum are working to get the Megadrive version out first.

Following the plot of the movie down to minuscule detail, the game sees intrepid explorers on a quest for diamonds. Little do they know that man-eating monsters lurk in the forest, the caves - just about everywhere really. Anyway, as you can imagine, this is a platform based game with a couple of 3D type levels in, and the good old minecart scenario thrown in for good measure.

## NEXT GENERATION THEME PARK

Yep, shortly after a hugely successful run on the Megadrive and Mega-CD, ace coders Bullfrog have decided to convert their classic Strategy game to the Saturn.

And of course, being next generation and everything, it's the closest thing to the original PC version you'll get. All the lovely intros are there, the graphics get a bit of a booster injection and the sound is much better too. Of course, the game plays exactly as the Megadrive version (build theme parks, get people to go on rides, etc) although this next generation conversion is far more impressive than anything on 16-bit. Look out for it in the shops come November time, and in the meantime, take a look at these preview screenshots.



▲ Saturn version: identical to PC!



▲ Virtua Cop 2: Developed by AM2?

## UPCOMING SEGA COIN-OPS!

As well as the much vaunted coin-op apocalypse that is Virtua Fighter 3, Sega also have a number of other equally mighty arcade games in development and among them is none other than Virtua Cop 2.

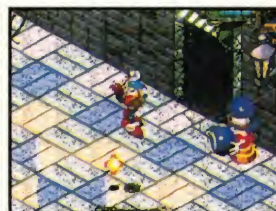
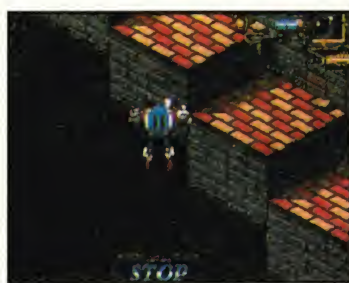
It's unclear whether AM2 are behind the project (although it seems unlikely they'd allow anyone else to do it) and in fact, the graphics look strangely different from the normal AM2 style. That said though, the game follows strongly in the vein of its prequel. Again using the Model 2 board, the game allows two players to gun down hordes of reservoir dog groupies in a variety of seedy Warehouse-esque locations. The most noticeable improvement looks to be the increased detail and interactivity of the 3D environments, with masses of vehicles to explode and walls to perforate. Also in the works is Indy 500, the game many people are billing as the true sequel to Daytona. Developed by AM1 (the team behind slightly less impressive coin-ops such as Cool Riders) the game also uses the Model 2 board and even takes place on the famous Daytona oval course. This time however, you're racing against 30 cars at high speeds of up to 380 km/h! It's also possible that this game will possess cross-car communication systems, allowing players in link-up mode to converse as they overtake each other. We'll take a closer look at these coin-ops next month.

## BEANS AND MASH

Currently being developed for the Saturn is a rather interesting Japanese title called Steam Gear Mash.

What the tasty 'mash' moniker refers to is a mystery, but the Steam Gear part obviously refers to the cute robot main character. Looking graphically similar to the Sonic coin-op, Steam Gear Mash has a much stronger shoot 'em up element, as you steer young Mashy around the isometric terrain blasting everything in sight. Perhaps the most novel feature of the game is the variety of shooting modes you can access, from rolling the fire

around the robot, to locking the shot onto a target. Presently only 30% complete, Steam Gear Mash certainly looks to be an exciting game and we'll give it a more in-depth look in the next issue.



## MORE MORTAL KOMBAT

These days, someone only has to mention the words "Mortal Kombat" to send developers scurrying away to create another installment of blood and gore.

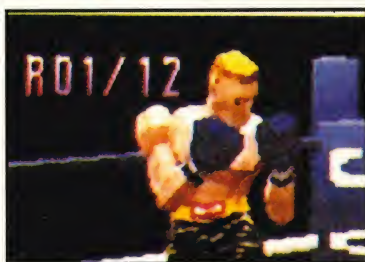
The coin-op has barely been out for two months, and already news of the console conversions is on the way. As you'd expect, it's Acclaim who have picked up the licence for the Megadrive, 32X and Game Gear versions (they also published the first two episodes), with all versions due to hit the streets in time for Christmas. There's still no word of who has the licence for Mortal Kombat 3 on the Saturn, although Acclaim will be publishing Saturn version of MK2 in a couple of months.



# EVEN BETTER THAN THE REAL THING

A few months ago we brought you an interview from top programming types at JVC, where they revealed plans of their up and coming Saturn releases.

And, six months later, we're starting to see the fruits of their labour. Although there's still no word on the Saturn version of Keio Flying Squadron, their first Saturn release, 3D boxing, is shaping up rather nicely. Although there's not much to see on the title yet, we can report that the game involves boxing, and indeed seems to be in 3D. More soon.



UNWUN



## SONIC AIR FRESHENERS

Okay, so Sonic never had a Mario Kart game all of his very own, but that doesn't stop him from having a car, right?

Yup, just new in, is this Sonic air freshener buggy. You can put it in your car or your bedroom, and sure, it's not exactly the most exciting discovery in the world, but if you'd like one for free, just write your name on the back of a postcard and send to SONIC BUGGY, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. The first 25 entries to arrive at our offices will receive this luscious freebie.

## SATURN TV CONNECTOR CONFUSION

Recently Sega have been inundated with calls from newly-acquired Saturn owners, over the Scart lead included with the boxed Saturn.

It seems that many people can't actually get their Saturns to work, because they don't have scart connectors on the back of their TVs. However, all is not lost. By going back to the local dealer, a high quality Saturn RF lead can be purchased, which is compatible with all British TVs.

Sega would like to apologise for any confusion in this situation, and explained to us the reasons behind dropping the RF lead. Apparently, the reason they didn't include it in the first place is that most modern TVs are already fitted with a scart socket (apparently 80% of all households have a TV with a scart connector), and if you're buying a machine that costs around £400, some picture quality will be lost if you're running it through an RF lead.



## staff writer, please

SEGA MAGAZINE is currently looking for a talented staff writer to join their expanding team. Prospective candidates should possess an in-depth knowledge of the videogame industry as a whole, although knowledge of all of Sega's consoles, in particular the Saturn, is more important. In addition to gaming knowledge, you'll also need a firm grasp on the English language, a willingness to learn all aspects of magazine production and the ability to work as part of a team. Candidates must be over 16.

Please apply with CV and covering letter, by September 15, to: SEGA MAGAZINE (Staff Writer), EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU.



## KYLIE ON SATURN!

Yep, you've seen the movie (well a couple of you have anyway), now buy the game!

When Streetfighter the movie was released into the arcades a while back, it drew a fair crowd, although it was mostly young lads seeing if they could get a glimpse of Cammy's knickers. Ah well.

Anyway, it's being released on the Saturn in a couple of months, and by all accounts it should be arcade perfect. Again, it's Acclaim who have picked up the rights to publish the game, and with any luck we'll be able to bring you an update next month.



## THROW UP FOR FREE!

If you've visited Thorpe Park in the last couple weeks, you may have happened across the Bat Dome.

But you wouldn't have been able to go inside it though, because it's only just opened. So you'll probably want to know what it is. Sponsored by Acclaim, the Bat Dome features all kinds of paraphernalia from the Batman movie, including the Batmobile. More importantly though, the forthcoming Batman Forever game (see feature on page 80) is on show there, and there's even some playable versions knocking around too. Of course, there's loads of ace top rides at Thorpe Park too, and if you fancy getting in for free, it could be your lucky day. You see, Acclaim are giving away 25 pairs of tickets to 25 SEGA MAGAZINE readers. Just answer the question...

In what city does Batman live?

Send your entries, by September 20th to: I CLAIM MY FREE TICKETS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



## INTRODUCING... OVERLOAD!

If you have any interest at all in the next generation super consoles, you need to purchase Overload - the new videogames magazine from the creators of the original Mean Machines, SEGA MAGAZINE and Nintendo Magazine System.

Overload is the ultimate super-deluxe 164 page tome of super-consoles knowledge, covering all the very greatest games with a level of detail never seen before in a games magazine. If it's new, exciting and on Sega Saturn, Sony PlayStation, Neo Geo CD or in the arcades, you'll find unmatched coverage in Overload.

Written and designed with the hardcore gamer in mind, Overload is, quite frankly, a revolution in videogames journalism. Launched by SEGA MAGAZINE editor Richard Leadbetter working in conjunction with award-winning designer Gary Harrod, we heartily recommend you take a look at the premiere issue, on sale on September 1, priced at £3.50.

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▲ Full on 3D coming soon.

## NOW THAT'S MAGIC!

If you think Bullfrog have developed some good products for Sega systems, you should take a look at what they've done on the PC. Their titles have won loads of awards this year, mainly for original gameplay and stunning graphics.

However, instead of being all depressed because you can't afford a £2000 PC, why not look forward to seeing yet another one of their brilliant titles appearing on the Saturn? Yep, Magic Carpet is

currently deep in the throes of conversion at Bullfrog's HQ in Guildford, and is shaping up to be just as good as its PC counterpart. A 3D adventure that plays brilliantly and looks absolutely wonderful, it received 90%+ marks when it was released on the PC earlier this year. We'll have a full work in progress for you next month, but here's a couple of screenshots from the PC version in the meantime - just so you can get an idea of the game, like.





# WIN

## A PRIMAL RAGE COIN-OP WORTH £3000!

**Imagine - you at home with your very own Primal Rage coin-op!**

Endless hours of fun, plenty of money spinning opportunities and maybe you'll even get a friend or two out of it. Who knows!

To stand any chance of winning the machine at all, you'll need to have bought a copy of Primal Rage at Dixons. When you purchase the game, the sales assistant will hand you a scratchcard. Scratch the silvery stuff off the top to reveal a number, then check the latest copy of SEGA MAGAZINE, Mean Machines (November issue date), CVG and PC Review to see if your number has appeared in the news section. If it has, wahey! You're through to the next round of the compo! Details for the competition will run over two months, and the winner will be announced in the December issue. So get to it!

# Dixons

# W 2

## GET OUT ON THE HIGHWAY

**Hurrah! More driving action on the Saturn! Only this time it's a coin-op conversion of Atari's age old arcade, Race Drivin'.** Anyway, it looks pretty faithful to the original coin-op, which means it could turn out quite nice. Maybe. It's still really early in development though, but we've managed to get hold of a couple of pics. And here they are.

▼ Well, it's not Daytona.



## A GAME FOR SAD PEOPLE

**If there's one thing we're plagued by here at SEGA MAG, it's people who keep writing to us complaining about the lack of a football manager game on a Sega system.**

Well thankfully they'll be able to stop pestering us from now on, because there's one being created for the Saturn at this very moment. It actually looks fairly good, even at this early stage, and it certainly puts all those awful Amiga football manager games to shame. Again, there's no word of a UK release, but it's bound to wind its way on to the official release schedule in time for Christmas. More soon.



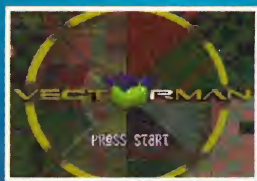
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Put your **FOOT** in it.



## PREVIEW



MEGA DRIVE

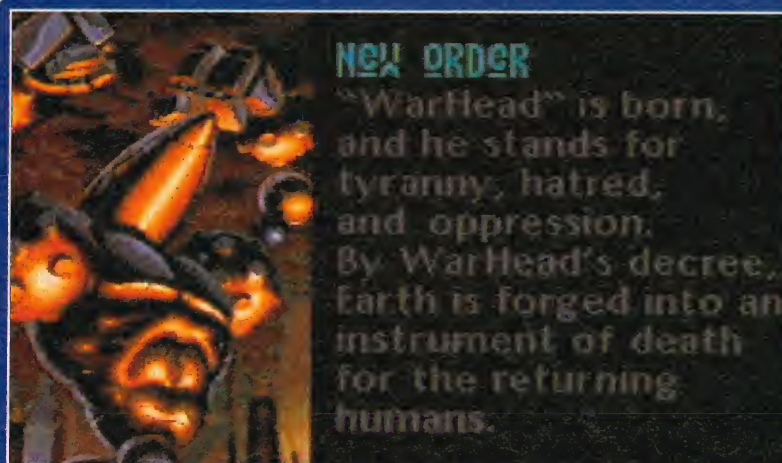
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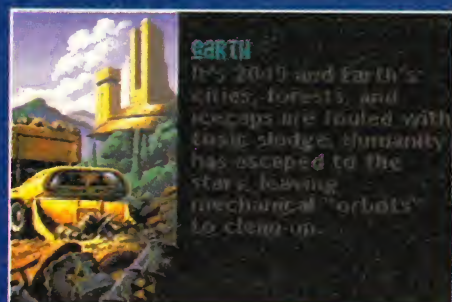
PROGRAMS

## VECTO

If you cast your mind back to last Christmas, you'll remember that Sega were a bit stuffed as far as platformers went. True, they did release Sonic and Knuckles, and at the time, the 32X was pretty big news, but Nintendo had Donkey Kong Country – a visually impressive and hugely popular product. Still, Sega have learnt their lesson, and this year, they're pushing the Megadrive to its absolute limit, with an all-new Sega superhero, Vectorman.



▲ Crikey, it's just like some WW2 propaganda poster. Remember folks, careless talk costs lives.



Before we go any further, let's just get a few things straight. The Megadrive has seen some pretty spectacular graphics in its time, but probably its most impressive product in terms of graphics was the awesome Virtua Racing. But they weren't created on the strength of the Megadrive's technical bits and pieces alone. Nope, it had an SVP chip, which was responsible for most of the polygon malarkey. However, Vectorman doesn't use any trickery whatsoever. It just uses the Megadrive's main nuts and bolts to produce its rather lovely visuals. And to be honest, this is the sort of thing we'd expect to see on the 32X, not the humble 16bit. Anyway, we suppose you'll be wanting to know the reason for all this technical excellence now that the Saturn has finally hit these shores. Well, Sega are still pretty committed to Megadrive, and from

now on they're determined to create titles that push the boundaries of the machine back.

At first, Vectorman seems like any normal platformer. The aim is to simply run about the levels, blasting everything, and well, that's about it really. But, hey, that's platformers for you. Where this game really comes into its own though is its brilliant graphics. In the first level Vectorman can turn a spinning drill, in the underwater level he turns into a fish. Plus there's 3D levels too, loads of huge enemy sprites and plenty of really well themed levels. Oh and it has a minecart level too.

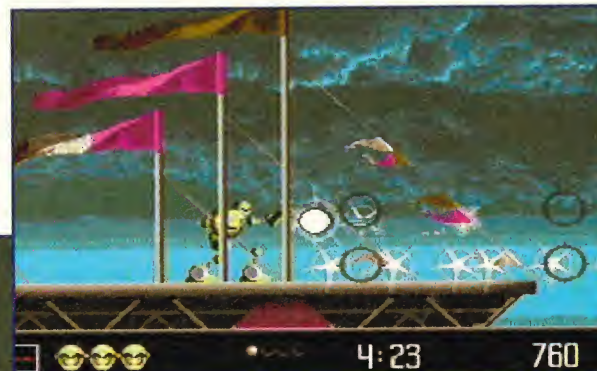
Vectorman is still really early in development – in fact it's barely 50% complete. Which of course means we'll be bringing you an update of a more complete version just as soon as we can.

SEGA





# Vectorman



▲ This level is a prime example of Vectorman's stunning graphics. Riding along the 3D railroad, Vectorman has to avoid the hands of the huge robot.



▲ He maybe a groovy looking vector-generated character, but he still has to collect gems.



▲ Looks like Vectorman's arch enemy, Bigger-Vectorman.



▲ Keep that vectorhead above the water, old boy.





## PREVIEW



MEGA DRIVE

8 MEG

BY

VIACOM

RELEASE:

SEPTEMBER

PREVIEW

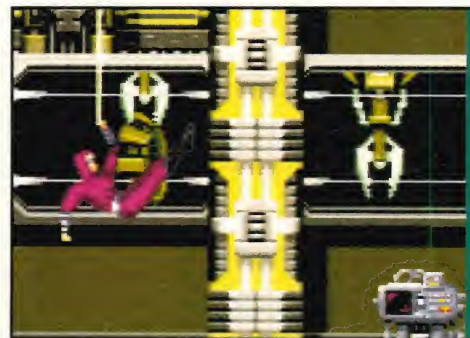
## THE PH

**In the twenty first century, everything's going to change. People aren't going to be the same as they always have been. For a start, they'll be made up mostly of silicon and they'll live until at least 120. And then, they'll don purple tights and take to the streets in search of a crime or two to solve. Just like in this game.**

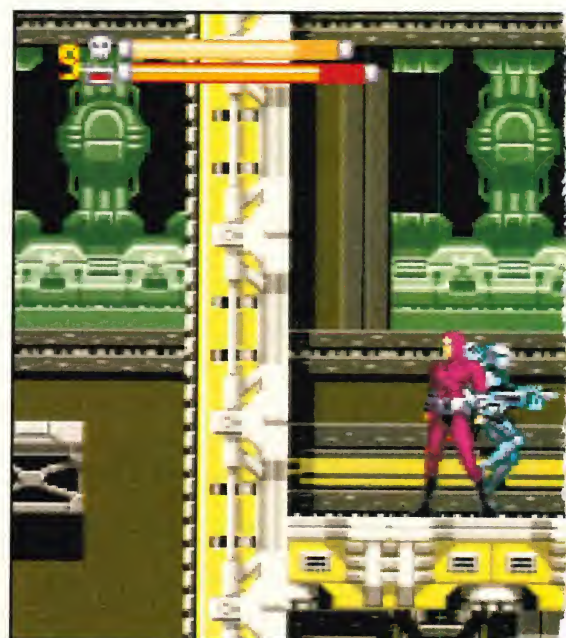
Of course, the Phantom is yet another superhero that has his roots firmly embedded in the comic realms. It's just that no one's really heard of him very much. And he looks a bit spindly too, which initially can be a bit off putting when it comes to superhero adoration.

So, why is the phantom parading around the streets, far into the future? Well, being a ghostly type, he can go wherever he likes. Of course, he's out to solve a bit of skulduggery, the like of which is infinitely more dastardly than anything us luddites are used to. Funny then, that he should choose to live out his fantasies in a platforming environment. But, that's his business, eh? Anyway, although he may be a bit backward when it comes to gaming genres, he does have about fifty different weapons at his disposal, most of which will destroy cyborg badniks in an instant. The Phantom is due for a UK release in September, although it's been available in the States for a couple of months now. A review will be dispatched to you shortly.

SEGA



▲ How graceful.



▲ Loads of lovely weapons at your disposal.





# Antom



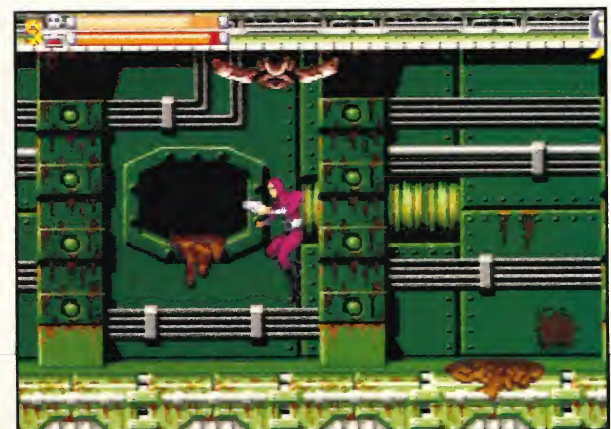
▲ That's the future. Frightening, huh?



▲ He's a bit weedy for a superhero really. But, he's all right. You know, deep down inside.



▲ Just like in Terminator!



▲ Toilets in the twenty-first century. A bit like Kings Cross today.



PREVIEW



MEGA DRIVE

MEG

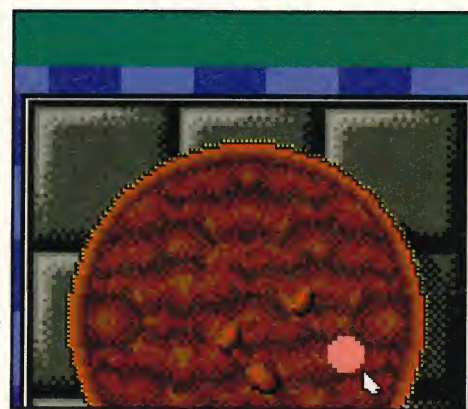
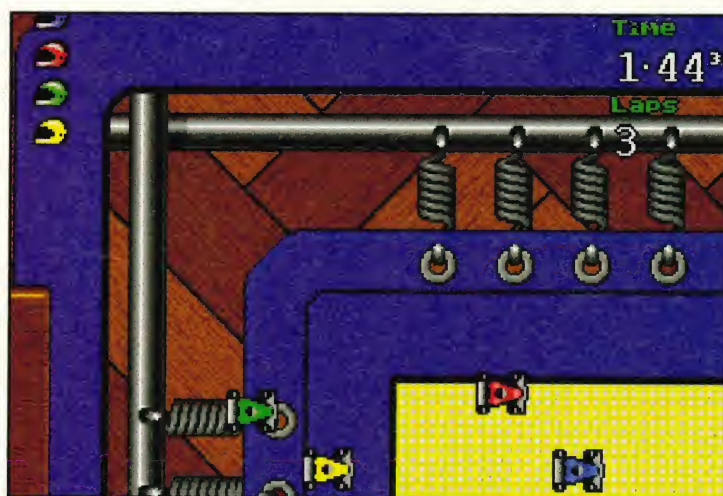
BY

CODEMASTERS

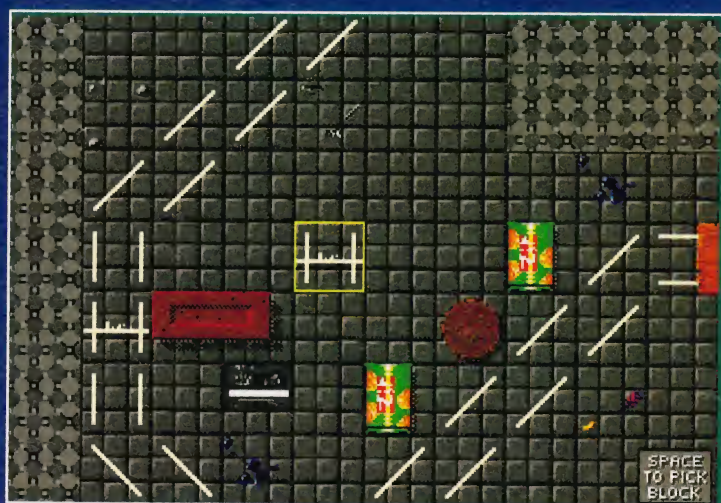
RELEASE:  
OCTOBER

PREVIEW

# micr mach 96



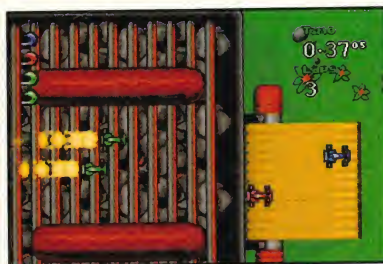
▲ A lovely breakfast muffin.



▲ all-new construction mode in practice. You can design your own tracks, and place obstacles wherever you want.



# Micro Machines



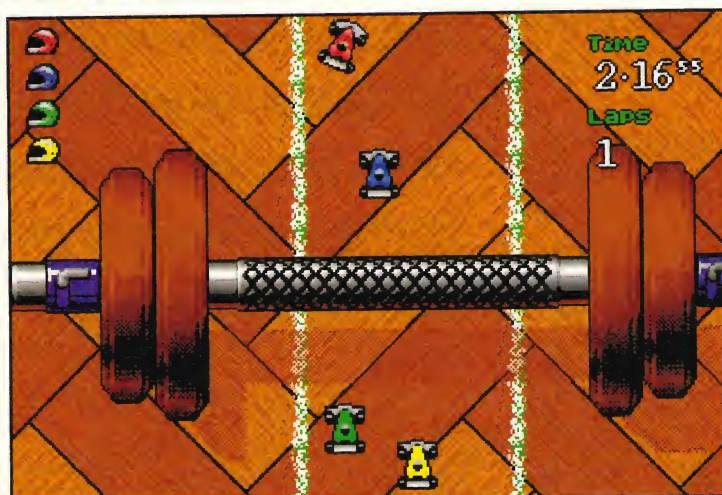
▲ Yaay! Familiar faces from the old days!

**More Micro Machines? You want MORE Micro Machines? Oh, okay then. Here's the '96 update, especially for you...**

You'd think, that after being around for over three years, people would have got a bit fed up with Micro Machines. But no, all they want is more. More tracks, more cars and more rooms in the Micro Machines house. Still, we have to admit that Micro Machines is still as playable as it ever was, and even the sequel is just as good, maybe even better than the halcyon original. Anyway, this sequel of the sequel is probably the most packed version of the game yet. Not only do you get 65 new levels, there's eight new environments, the familiar eight player action and a complete construction kit included too. This means you'll be able to create your own graphics and tracks, place obstacles, and you can even store them once you've finished playing. The construction kit is actually pretty versatile - it's not just a matter of drawing a few cruddy graphics yourself and playing a game over the top. You can change all of the objects that appear on track, edit previous tracks as well as create your own, and, you can even change the abilities of each car. Up to ten tracks can be stored on cart, plus of course, it comes with Codemasters J cart specially built in.

So, there you go. Micro Machines '96. Out October. Get your order in now, because it's going to be big.

SEGA



▲ Look! They're racing in an all-new level! And it's in the gym!



▲ Draw a vehicle? What, with a Megadrive joypad? Oh, right.





PREVIEW

COOL  
SPOT 3

MEGA DRIVE

24 MEG

BY  
VIRGINRELEASE:  
OCTOBER

PREVIEW

COOL SPOT  
TO HOLLYWOOD

**He started off flogging 7-up, he starred in a platform game and he graced Bianca's face in the seminal 'greaser' ad for Clearasil. He's the world's only hip zit, Cool Spot. Now Derbyshire developers Eurocom are taking the pluke into pastures new.**

When the brief for Cool Spot 2 (or Goes to Hollywood, if you will) was put together, there was a vague idea of putting the game into an isometric three-dimensional perspective. Now for the Saturn, that's fair enough, but the same idea on the Megadrive is the kind of challenge programmers dread. That didn't stop Eurocom though, who've taken the idea and expanded it to produce a potentially ground-breaking 16-bit title.

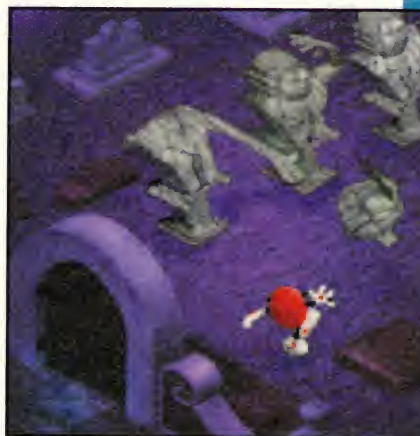
Not only does Cool Spot 2 use a fully isometric perspective, but it involves all kinds of different gamestyles and a huge range of contrasting graphic styles. So the plot is not that original — Cool Spot collects captive spots on a clutch of different movie backlots. But the implementation certainly is. In one sequence Spot can be exploring a terraced temple, in the next, fleeing from flames in a narrow cave sequence. There are exploratory puzzle levels with large maps, conventional platform levels, and vehicle shoot 'em up levels.

The range of animation is superb, with creatures rendered on 3D studio, simplified, touched up and then converted to animation frames. The added complication of seeing things turn in 3D exercised the programming team, as did the backgrounds, made entirely from the Megadrive's sprite quotient.

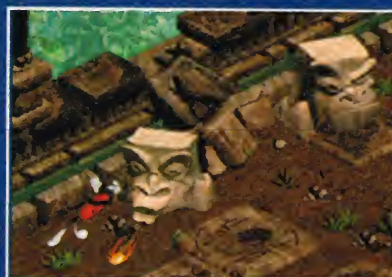
Alongside the Megadrive game, Eurocom are developing a 32X version which will have extra effects like sophisticated shadowing, plus a series of hidden Space Harrier sub-games.

SEGA

● One original concept is the level where Spot is chased by a single silvery duplicate of himself. Armed with teleporting powers and a shoulder-mounted rocket launcher, this single-minded cyborg will pursue him 'til 'judgment day'.

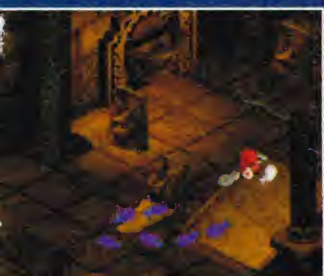
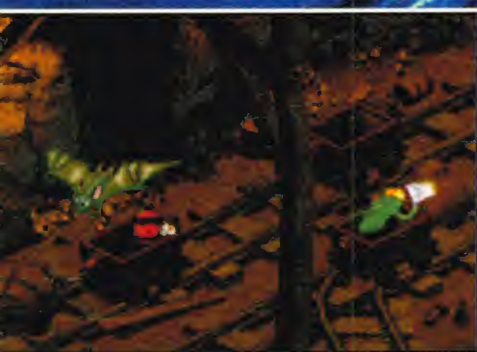


▲ So this is Hollywood, eh? Doesn't look as good as it does on TV.





# POT GOES OOD



● Although none of the levels are licensed to real movies, some of the connections will not tax you too heavily. The climactic level takes place in a series of ducts, filled with mauling aliens.





## PREVIEW



MEGA DRIVE

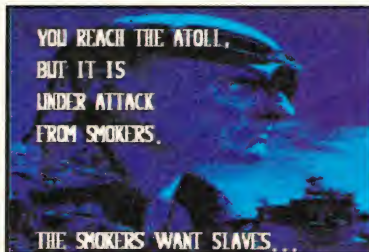
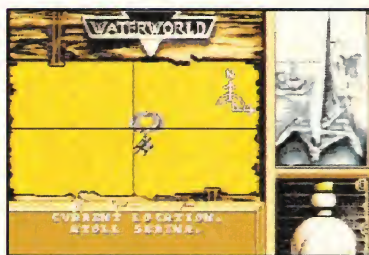
12 MEG

BY  
OCEANRELEASE;  
NOVEMBER

## PREVIEW

## WATER

**Waterworld. The priciest film ever produced. But why, exactly? I mean, given \$160 million you could probably build a life-size**



**ocean filled with real briny water and fish and occupying an area bigger than Canada (the largest country in the world). Although you'd have a bit of trouble finding somewhere to put it. But, thinking about it, you wouldn't need to build an ocean, because the world already has at least seven of them, any of**

**which would seem entirely suited to a story set in a large amount of water. And if you were really worried about getting lost in the vastness of eau, you could always try the Caspian Sea, which is just a very very big lake.**

But that's beside the point, we're here to talk about the game. In keeping with Kev Costner's spending philosophy, Ocean (oh the irony) have spent eight hundred thousand pounds programming a big blue playing field for the sprites (costed at almost a million pounds each, even the little ones) to move around on. After all, realism is everything in a movie conversion. Oh alright, that's a lie. It has in fact been cobbled together in a seedy back room for two pence.

There we go, lying again. If you want the truth, Waterworld is a game of two halves, each based on the exploits of the cinematic hero played by the former Dancer With Wolves. The first game element places you in charge of a large sailing skiff afloat on the ocean waves and under attack by evil pirates. You've got to fend these blaggards off whilst searching for isolated floating communities (or atolls as they're called in the film). This is no easy feat as the wind direction means you've got to get your timbers-shivering hat on and navigate the boat proper like. Whilst there's still a lot of work to be done on this section, it's already shaping up to be quite novel and even, dare we say it, original. The second part of the game is a more conventional platform-style jumping 'n' swimming meal deal combo. The player guides Kevin Costner and his hair through these peace-loving yet hazard-laden villages searching for mystic artifacts which will turn the sodden world to a nice dry place. Or something like that anyway, we're not sure. But it's a side-on view affair, with K-boy having a variety of moves and abilities to see him right.

Ocean have promised to make Waterworld the game as expansive as the movie, if not as expensive, so there should be plenty to keep you going. But as for the quality of gameplay - well we just can't tell you a thing about it, dearies, as it isn't finished enough for us to comment. But, as usual at this point in a preview, we'd just like to point out that all will be revealed in a forthcoming review-type situation. You lucky dogs.

SEGA



# RUWORLD



● Buy the machine gun.

▲ Looks like a good film to me.



▲ Cost more'n two 'undred fasand millyun pands to make the film. I reckon.



▲ It's that film Waurter Weld innit.



▲ Wif dat Kevin Rowland innit.



▲ War-ah World with that Keiron Costin.



▲ IIEEEEEEEE-iiii, will aalllwayssss lurve youuu-oo-o-ooo-ooooo-ooo-oo.



## PREVIEW

MEGA DRIVE  
32X

16 MEG

BY  
SEGARELEASE:  
NOVEMBERWORK  
IN

PROGRAMS

## FIFA '96

As we were closing the issue, what should turn up, but the very first 32X version of FIFA Soccer!

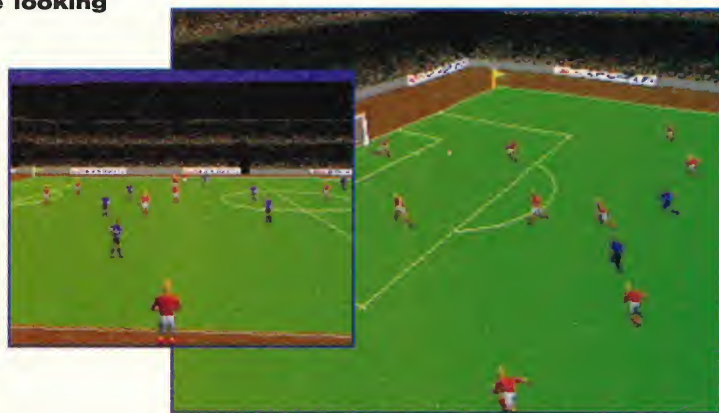
Obviously, we couldn't let this one slip by, so we've managed to squeeze all of the other pages of SEGA MAGAZINE together to make room. So, here it is.



▲ Now THIS is the sort of thing we're looking forward to on the 32X!



▲ Blimey. 3D and everything!

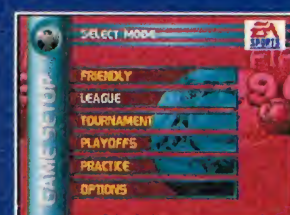


▲ Loads better than the Megadrive version.

We still don't know very much about this conversion, but well, it's pretty obvious, isn't it? It's FIFA, and it's on the 32X. Surely, we don't need to explain the finer details of the most famous sports game ever on the Megadrive?

Good. That saves us quite a lot of time and space. As you can see from the screenshots, the 32X version of FIFA benefits greatly from boosted graphics, it has more depth of colour and the sound is much more sophisticated. Of course, you'll still get all the great gameplay that you'd expect to see in a Megadrive FIFA game, and who knows, the programmers may even have a few new tricks up their sleeve. Anyway, as mentioned, we don't much more about the game at this point in time, but we would like to take the opportunity to show you these brilliant screenshots. Look out for a more in-depth feature next month.

SEGA





Inevitably some games listed may not yet be available. Please phone to check availability.  
Prices may change without prior notification. Time of going to press 14.07.95 E & O.E.  
SAVE = Saving off full retail price. Inter-Mediate Ltd, The Maltings, Sawbridgeworth, Herts.



# LETTERS

**The New Kids on The Block brought out a "comeback" record called No More Games. Of course, everyone was supposed to think that they meant they were getting, like, tough man, and they weren't going to do any more girly dance routines or wear leather hats. But what they were actually referring to was the fact that, not being millionaire pop stars anymore, they couldn't afford to buy Daytona for the Saturn because it costs more than their monthly shopping. So how do you lot get the cash then? Steal it, do you? Perhaps it's all ill-gotten drug money. We don't care. If you resort to criminal activity to fund your out-of-control games habit write to us at ANITA DOBSON'S GINGER WIG, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. there's a prize for the most twisted arch-villain.**



## BELLS AND KNOBS

DEAR SM,

The mind boggles to think how fast games improve. In your first issue you were previewing Megadrive Virtua Racing and reviewing FIFA Soccer. 12 months later Virtua Racing Deluxe and FIFA '95 were being reviewed. Almost a perfect circle [And thinking about it, now we've got Saturn VR and FIFA '96 - SM].

With the coming of the super machines software companies will be hard pressed to dish out some excellent goods. Companies should concentrate on the vast storage space of the Saturn's CDs to make deep, involving games as well as graphically pleasing ones. The super consoles are like the Premiership, no room for slip-ups or mistakes. Arcade machines are becoming nothing more than playable previews or play first, buy later type scenarios. Comparing an arcade machine to a Saturn version of a game is like comparing a Mega-CD game to a Megadrive game, in other words the graphics are nearly the same and there's a few more bells and knobs. If this is the case the future looks very bright indeed for the super consoles and "hopeware".

For the third time, keep up the good work, Brendan 'B' Brady, Mullagh, Co Cavan, Ireland.

**SM:** An interesting point, but think about it - arcade games costs about 50p - £1 per go (for the ace new machines), whereas Saturn games cost about £40-£50, after you've bought the machine. If the super consoles are to survive they'll need to provide MORE than arcade machines to justify their existence. Otherwise we could all just save our cash and play the machines to death in the arcades for a lot less. It's originality that counts. Next Generation companies should be wary of leaning too heavily on arcade conversions to support the machines.



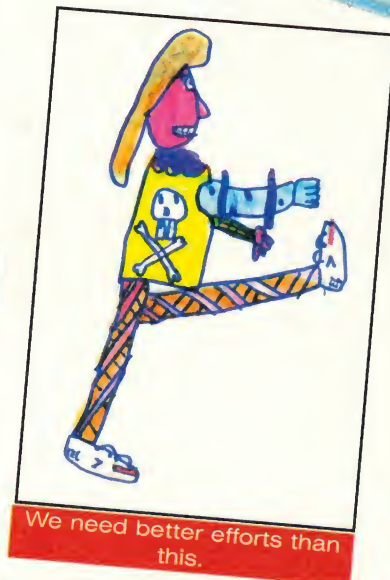
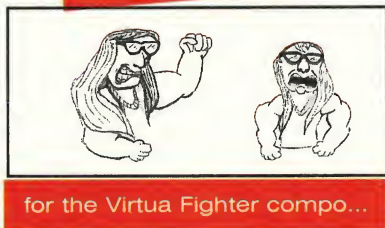
## I HATE MY BROTHER

DEAR SM:

I think your mag is brill. I hate my brother Darren Peter Luke Connolly. He has all your magazines so far. He never had a girlfriend in his life (and never will) but I think he thinks his SEGA MAGs are his girlfriends and he sleeps with them every night. He never shuts up about his mag and I feel like killing him. So please will you print this letter and try same my brother.  
A Very Mad Sister, Dun Dealgan.

**SM:** Readers! Would you like to see a member of your family tortured by demons? Is there a special someone in your life you particularly despise? Well don't let those negative emotions fester away inside your brain, leading you to one day mount a random machine gun attack down the shops - write to us instead.





## SORRY

DEAR PEOPLE,

Perhaps you would just like to know that until recently I bought five other computer mags other than yours, but a small cashflow problem has changed all that. After much deliberation, I decided to cut the number of magazines I bought from six to one. After further soul-searching I decided that that one magazine would have to be... yours! I congratulate you on producing the only magazine I consider to be worth buying. Eventually the contest had to come to you and your sister mag Mean Machines Sega which beat you on price, but on sheer hilarity I couldn't bear to part with my most beloved SEGA MAG. Especially as MMS has those crap "funny" little pictures with Steve's or Gus' head on 'em. Crap, that's what I say. But, on completing this missive it suddenly strikes me - maybe you wouldn't like to know. I know I wouldn't, were I in your place. Sorry.

Paul Southcott, Ipswich, Suffolk

SM: hey, thanks for sharing that with us man.

## OH DEAR

DEAR PAPER PUSHING PANSIES,

I am writing to inform you of a new RSPB trust; SPAM (Society of People Against Magpies). We really hate magpies, us. In fact we hate magpies soooooo much that my wife set our Doberman on one the other day. After the dog had finished attacking the magpie, he looked at both my wife and I, and he cocked his head on one side like a little baby sparrow looking inquisitively at his adoring parents, and then sort of snarled at us showing his blood-stained teeth.

We don't like magpies, no. Sparrows we like. We are not keen on pigs neither. Mice are alright though. It's just magpies, we don't like magpies. Understand? Magpies. Are you stupid or something? Do you not understand plain English? WE DON'T LIKE MAGPIES. Magpies, yes, well done.

Head Chief Fred Freeman, SPAM

SM: SPAM, you say? Well I'm sure our own Ms Hickman can't wait to join.

## GAME GEARS ARE INSIGNIFICANT

DEAR SEGA MAG,

Hi there. I love your mag, I think it is the best and all that other stuff. Now, I am a Game Gear owner (I guess you guys there think that Game Gears are insignificant and all that junk, but Game

Gears are ideally priced for all us people that can't afford 32X and Mega-CDs etc so there) and I want to know if you have played Primal Rage for the Game Gear as shown in Issue 19 and I would like to know if it is any good. I have been waiting for Primal Rage to come out on the consoles and computers, you see. Also will anything resembling Soleil ever come out on Sega's hand-held? The closest I have seen to this was on that excellent game Crystal Warriors where the Princess is wandering about in the shopping square or wherever she was.

Thank you for your time,  
Jo Ferguson, Frimley, Surrey.

SM: Yeah, we've played Primal Rage. And what are you going to do about it eh? If you want to know how good it is you can just wait for the review. As for Soleil, fat chance sorry. But there might be some sort of Crystal Warriors follow up. You never know.

## IRELAND IS GREAT

DEAR SEGA MAGAZINE,

I looked in the back of Red Zone's box today and it said "Made in Ireland". I thought games were made in Malaysia or something and the reason for the high costs was because of import duties etc. Okay, I got it for £20, but it was reduced from £45. If it was made in Ireland, why the high price? Speaking of Ireland, when you talk about release dates eg Saturn, does this include Ireland? And finally, while in England recently I noticed that the price of games over there are much more expensive than here.

Thank you for your time,  
PS Why isn't FMV used in cart games, like on Red Zone?  
John F. Templeogue, Dublin, Ireland

SM: While the cartridges might be assembled in Ireland the components which make them are actually manufactured elsewhere, hence the import duties trauma. Still, I don't see what you've got to complain about if you got it for £20 whilst we over here on the mainland have to auction off body parts to get the requisite wheelbarrow-load of cash together for a software purchase. PS It is. On Red Zone.



## UUUH... I LIKE DAYTONA

DEAR SEGA MAG,

Please tell Sega to remake Daytona on the Saturn. It's an alright game but the word "alright" is not good enough. I mean we're talking about Daytona USA here, the same one that wee wees on Ridge Racers one and two, and graphics that made the whole world's jaws drop.

They have that new 3D operating system I've read so much about. Why not remake Daytona, not remix Virtua Fighter. I mean which one would you buy? A Saturn with Virtua Fighter and then Virtua Fighter again with up-to-date graphics, or have a new version of Daytona UA with no disappearing clipping and the smoothness and sheer speed of the arcade? If VF2 can be close to its arcade parent then so should Daytona.

What I am trying to say is Sega if you're going to re-do any Saturn games do a new Daytona as close to its arcade counterpart as Ridge Racer is to its arcade brother, or it will face a good thrashing from Ridge Racer 2 in December.

Please, please tell them to give Saturn Daytona a re-programming. I love the arcade version and I so desperately want a smooth and fast screen updated so close to the arcade conversion of Saturn Daytona. By the way where is that feature on AM2 you promised us? And even though Alamco are mainly working on the PlayStation is Cybersled the only game we will see from them for a year or so on the Saturn?

Keep up the good work and tell Sega to re-program Daytona into a smooth fast replica of the arcade. Even the Gallop car doesn't look the same.

David Usherwood, Birmingham

**SM:** So let me get this straight - you're after a re-programmed version of Daytona, right? Which is faster and smoother and generally closer to its arcade godmother? Is that what you're trying to say? Or have I got it wrong?

## A MINDLESS VEGETABLE

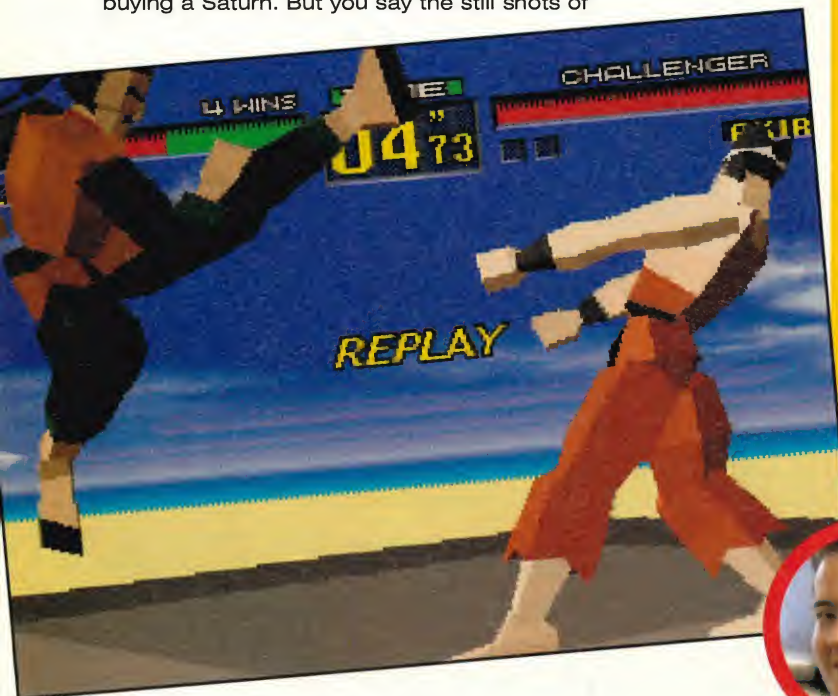
DEAR SEGA MAG,

I've had a few questions wandering about in my head these past few days. So, I've decided to put pen to paper and seek your infinite knowledge. Please answer my questions, or I'll turn into a mindless vegetable.

1 I've been flicking through a few old issues of MMS recently and in Issue 26 I came across a feature on 32X Doom. In it was a low-down on the baddies in Doom, but the 32X Baron of Hell we all know and love was called a Cyberdemon and the actual Baron of Hell wasn't make it onto the 32X?

2 Now programmers are getting to grips with 32X hardware is it possible that we might see a PC perfect Doom 2 in the future?

3 As well as my Megadrive, Mega-CD and 32X I am considering buying a Saturn. But you say the still shots of



the games don't do them justice. So why don't you stick a video on the front of a forthcoming mag and show games such as Daytona, Virtua Cop, Panzer Dragoon, Bug etc. Maybe you could include Zyrinx's X-Men and Virtua Fighter on 32X.

4 What guitar does Tom C play? By the way, have you noticed how the Virtua Fighter logo has nicked the Fender 'F'?

5 What's happened to the mag's presentation? Instead of those nicely presented review stats, they're just in tacky bubble boxes now. Why?

Cheers for answering my questions,  
Chris Ballard, Horley, Surrey.

**SM:** Even though this ISN'T Q&A and we don't normally like answering big long lists of questions in departments of the mag which AREN'T Q&A, we'll make an exception in your case. 1 He was having his tea. 2 No. 3 Not too bad an idea, but the mag would cost about £15 and you can see demos of all the games in Dixons' window. 4 A four-stringed one. 5 Well if you don't like it Mr Design Sensibility Pants, you know what you can blimmin' well do.

## COME ON SEGA EUROPE

DEAR SEGA MAG,

After 18 months I've decided to take the plunge and write in to your most dedicated mag.

My queries concern the 32X, since its arrival and subsequent release of the Saturn near enough all the mags have condemned the 32X to death saying it's on its "last legs" before the black mushroom has been given a chance to grow. I know the Saturn beats it hands down on specs, but surely it's really the punter's 32-BIT machine being relatively cheap compared to its high end rivals.

Another small gripe is Sega Europe's PR/Marketing. I have just read an American mag which stated that the following games will be coming on 32X: Alien Vs Predator, Streetfighter 2 and Revolution X. If this is the case how comes nothing has been said by Sega's Euro team when the Yankee squad are so much more open? Come on Sega Europe. Apart from Virtua Fighter I'm a bit worried about the future of the 32X.

Derek Pugh, Blackfriars, London.

**SM:** Well now people have realised that the 32X is potentially a money-spinning machine you should expect to see a bit more support for it - but most of the original (ie - non-Megadrive conversions) will probably still come from Sega for a while. As for the PR issue, Sega Europe function independently from the other Segas, so there's no guarantee they'll even decide to release any of the games you mention. This happens quite a lot, and sometimes leads to UK gamers00.



**Well that's it from me. I've got loads of work to do and I'm having a nervous breakdown. Mmmmmnyyrg.**



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Here at SEGA MAGAZINE, we often receive desperate calls from near suicidal individuals. However, solvation is at hand. As a service to our noble and beloved readership, we give you the opportunity to catch up on those issues that you might have missed. The price? £4.95 per issue for UK residents, £5.95 for "overseas".



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**FEBRUARY 1995**  
Exclusive! First review of Metal Head on Megadrive 32X! First look at Panzer Dragoon and Victory Goal on Saturn. Daytona USA also featured! Concluding part of the incredible Megadrive 32X Doom players guide!



**ISSUE FIFTEEN**  
**MARCH 1995**  
First look at Chaotix, (Knuckles on the 32X). 32X Mortal Kombat 2 reviewed! Showcases on NBA Jam T.E., Story of Thor, Skeleton Krew plus Sega on the Internet. Street Racer, Road Rash 3, Corpse Killer.

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# Q+A

**Well, it's out there, as they say. Are you lot satisfied now? Or does it mean a whole new generation of "What's best, Saturn or Playstation?" Something tells me that's what's in store for Q&A over the next six months.**

**But, fair reader, SEGA MAGAZINE wish to send out a special plea to all Q&A regulars. Is this what you really want to see in your beloved pages? Methinks not.**

**So, dispel any rumours of a Q&A nerd takeover by writing in with your own questions to: We don't care about the next generation war, SEGA MAGAZINE, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You know it makes sense.**

plans for the Ultra 64, and still haven't allowed anyone to play demos of their forthcoming games. They keep harping on about Silicon Graphics, but all we've seen from them so far is stuff that's actually been created on a Silicon Graphics workstation, which would be very very difficult to produce on a £200 console. However, there's no doubting that Nintendo have big plans for their next gen machine, and of course, along with Sega and Sony, they will be battling for first place in an extremely tough market come next Christmas. 2 Nope, it just gives you video-quality graphics, so you can watch CD films and other packages. 3 Certainly will. The Saturn's CD is easily of as high quality as most standard CD players. 4 Probably, although it's not available yet. 5 Virtua Fighter. And there's seven games available at the moment, although expect to see loads more very soon.

## REASSURANCE

DEAR SM,  
I'm thinking of buying a 32X but I need a little reassurance. Please print my letter because it is the first time I have written to a magazine.

- 1 Do you think that the 32X will take off?
- 2 Will Eternal Champions, X-Men and X-perts be released on the 32X?
- 3 Can you tell me what beat 'em ups are planned for it?
- 4 Will Virtua Fighter 32X have all or most of the moves and combos of the Saturn version?

5 If, in the slightest possibility the 32X does prove a hit, do you think that Virtua Fighter 2 will be released on it too?  
F BAULIFA, LEICESTER

SM: Well, the 32X is currently suffering from lack of software, and has received a very bad press from, well, just about everyone really. However, Virtua Fighter should boost the machine's sales considerably, as it's looking pretty smart. 2 X-Perts will be released on the 32X within the next couple of months. 4 Virtua Fighter will have all the moves of the Saturn version, most of the speed and the majority of the animation. And if VF is a runaway success, it's quite likely that Sega will develop the sequel, for the machine too.

## SORT IT OUT!

DEAR SEGA MAGAZINE,  
Hello, could you please please please answer my questions.

- 1 Which is better. Daytona on the Saturn or Ridge Racer on the PSX?
  - 2 How much will the Saturn cost?
  - 3 Name several third party published games coming out for the Saturn.
  - 4 With the new 3D routines from AM2, will the Saturn's 3D be better than the PSX's?
- DAFUN, WEAVERHAM, CHESHIRE

SM: Look. Let's just get one thing straight.

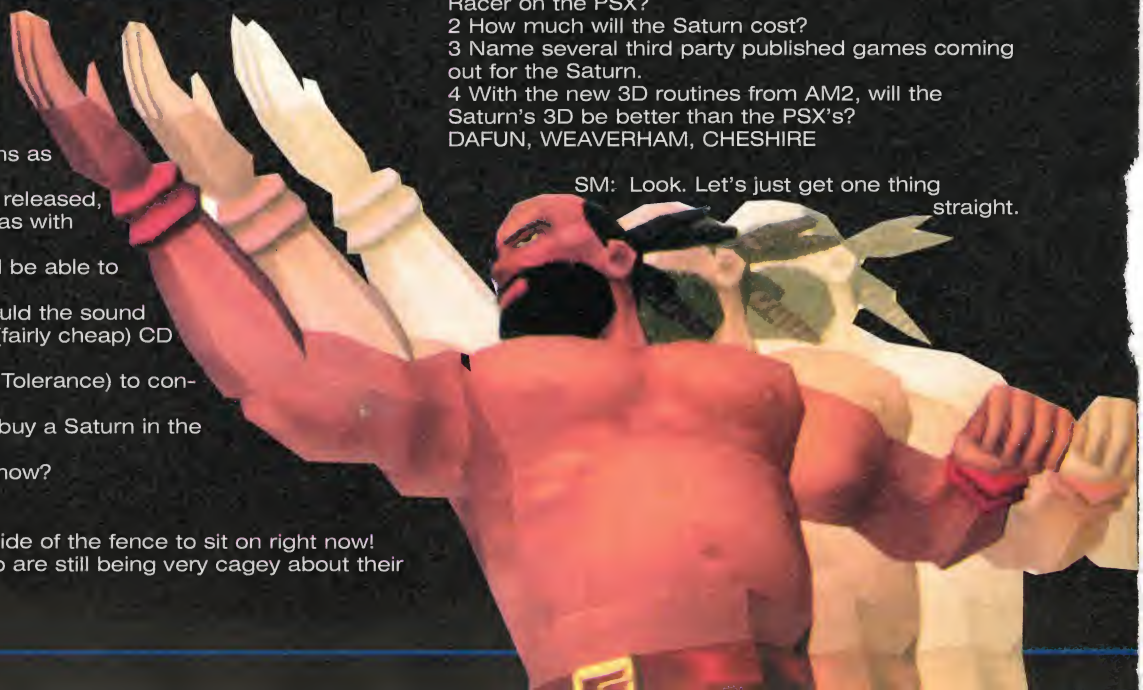
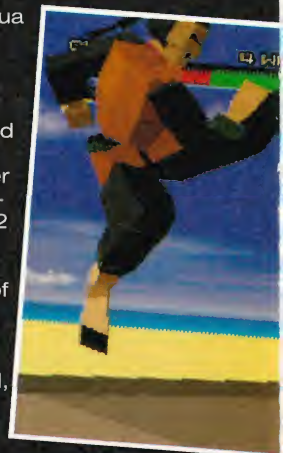
## ONLY JOKING

DEAR SEGA MAG,  
Could you please answer these questions as I am planning to buy a Saturn.

- 1 Do you think that when the Ultra 64 is released, it will be slightly better than the Saturn, as with the SNES and Megadrive now?
- 2 Will the Saturn with the video CD card be able to record things from television?
- 3 If I play a music CD on the Saturn, would the sound be just as good as if I'd played it on my (fairly cheap) CD player?
- 4 Will there be a cable (as used in Zero Tolerance) to connect two Saturns?
- 5 Which games are included when you buy a Saturn in the UK?

How many Saturn games are available now?  
ROGER WUSTLICH, HOLLAND

SM: If we knew that, we'd know which side of the fence to sit on right now! Only joking, of course. As ever, Nintendo are still being very cagey about their





We had enough of this debate three years ago when it was Mario and Sonic. We absolutely refuse to get into this argument a second time around. 2 The Saturn costs £399 and comes bundled with Virtua Fighter and one joypad. 3 Rayman, Dredd, Batman Forever – do you want me to go on? 4 It's what you do with the equipment that counts matey, not how powerful it is. Still the new operating system makes the Saturn and Playstation very similar in terms of power. So it's all down to the gameplay really...

## PISTOL PETE

DEAR SEGA MAGAZINE, Firstly, I would like to congratulate you on your wicked mag. Now please could you answer my questions.

1 Apart from the ZEPPELIN code, are there any more cheats for the original version of Pete Sampras? 2 Do you know of any cheats for Winter Challenge? 3 Is Power Drive better than Super Monaco GP or Micro Machines?



4 I already have Jungle Strike. Is it worth buying Urban Strike too? 5 I am considering buying Street Racer. How much does it cost and is it worth it? WARREN LEGSETT, WORTHING

SM: 1 No. 2 No, sorry. 3 No way. Not even a little bit. 4 Urban

Strike is a top title, although you might not enjoy it if you're looking for a bit different action from Jungle Strike. 5 As you might have been able to tell, we didn't like Street Racer very much when we reviewed it a couple of months ago. Then again, other people thought it was great, so your best bet is probably to try it out in the shop. It costs around £45.

## YOU MUST BE MAD

DEAR SEGA MAG, Since buying Red Zone and Sub-Terrania I have gone totally Zyrinx mad. Please could you answer the following questions about them.

1 Is there any chance of either of the games coming out on the 32X? 2 Do these games have sequels planned? 3 What is the 32X Zyrinx game X-Men like? 4 What other Scavenger games

are coming out for the 32X or Megadrive? 5 Finally, unrelated to Scavenger, How is the 32X game Wing War coming along? TIM WHITWELL, LONDON

SM: 1 No. 2 No. 3 Haven't seen anything on it yet, I'm afraid. 4 Scavenger are currently working on Saturn titles, the only stuff that's coming out on the 32X is what already been announced – ie: X-perts and X-Men 5 Still no word about the game at all. Very strange.

## GAMES

DEAR SEGA MAGAZINE, I am considering buying a Saturn. Please can you tell me if it is compatible with Megadrive games? 2 Will Sega Rally

Championship 1995 be released on the Saturn? If so, how much will it cost? 3 Is it true that the Sega Saturn has two 32-bit RISC chips and the Playstation only has one? 4 Are Sega announcing any new games for the Saturn? RICHARD RHOOMS, LONDON

SM: 1 No, the Saturn is not compatible with Megadrive games. 2 Yep, Sega Rally will be coming out on the Saturn, although we don't know when. 3 Yep. 4 All the time, all the time.

## DRIVING IN MY CAR

DEAR SEGA MAG, Will the steering wheel for the Saturn be developed for use with the Megadrive too? I'd certainly like to play F1 beyond the limits and VR Deluxe with a wheel instead of a pad.

2 Is a 32X or CD version of Streets of Rage 3 being planned? 3 Are Treasure planning any new releases on the Megadrive or 32X?

4 With 32 bit consoles already on the market, will Megadrive cart prices drop on new releases? £60 is a bit much for 16 bit software.

5 Last of all, is Soulstar 32X on cart or CD (I already have the CD version). VERNON MOON, SURREY.

SM: No. 2 No. 3 No. 4

Very few Megadrive releases cost £60 any more. Most new releases cost around £45, and older games can cost as little as £12.

TO: Duncan McCullie. The answer to all of your questions is NO! Satisfied now?

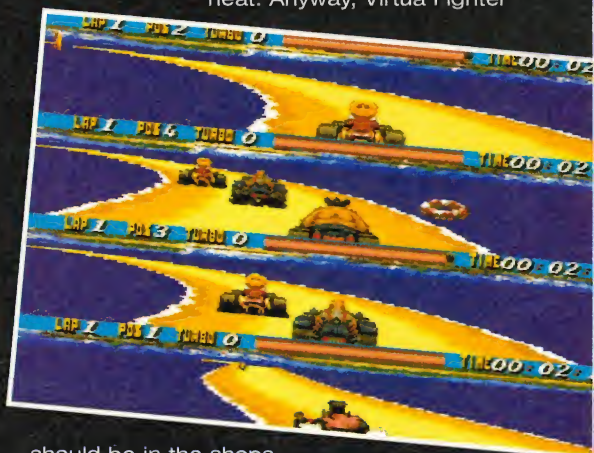
## MISERABLE

DEAR SEGA MAG, For a start, I'd like to say "Stuart Otway (issue 19) stop complaining you miserable sod! If you think that the 32X is so crap, why did you buy three games for it? I think that the system is pretty neat – better than Nintendo's state of the art Virtual Boy anyway!

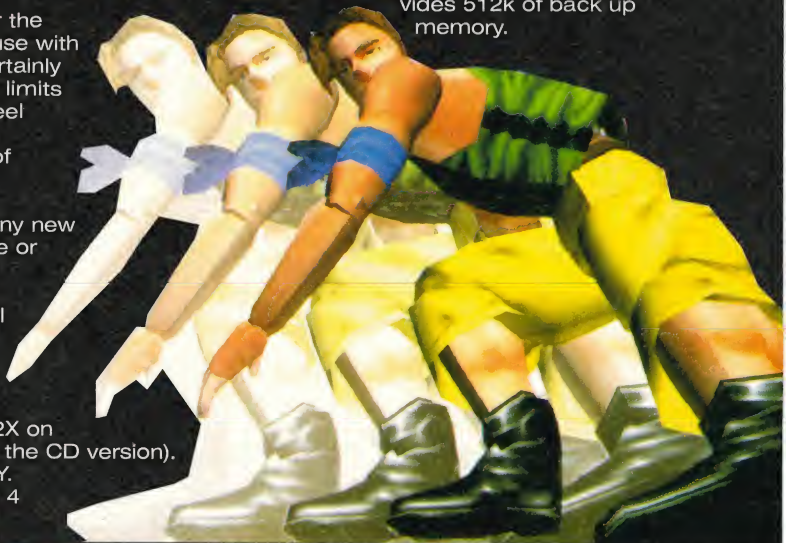
I've just read your 32X Virtua Fighter showcase and I'm getting pretty excited about it. True, it isn't prefect, but it looks good anyway. How much will it cost, when will it be released and how big is the cart in memory capacity?

SORRY, LOST YOUR NAME, NOWHERESVILLE

SM: Yeah, we'd agree with that – pretty neat. Anyway, Virtua Fighter



should be in the shops come November, and will probably weigh in at a hefty £59.99. Of course, that's complete speculation – it could be a lot cheaper. But we doubt it. As for memory size, it provides 512k of back up memory.



Look, it's far too hot to be sitting here writing an outro. So I'm going down the park instead. That okay with you?





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DAYTONA  
USA

# SEGA SATURN

## MAGAZINE

BUG

RAYMAN

CLOCKWORK  
KNIGHT

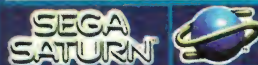
WING  
ARMS

PANZER DRAGOON

EPISODE 0



## PREVIEW



BY  
SEGA

RELEASE:  
TBA

PREVIEW

# CLOCKWORK

Now, here's a first for the Saturn. It's the sequel to Clockwork Knight. And how exactly does that make it a first? Well, it's the Saturn's first sequel, you see. The first of many no doubt...

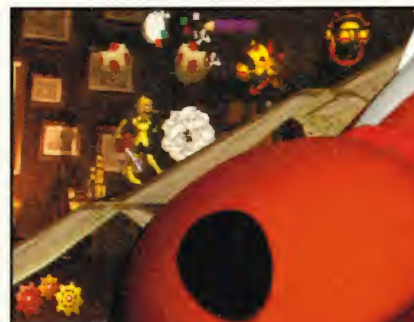
Clockwork Knight 2 carries on where the first game left off. Which probably doesn't mean a thing to you if you don't know anything about the first game. In which case, here's a quick recap.

Pepperouchau (the Clockwork Knight himself) is a wind-up toy who's in love with the singing doll that lives in the nursery clock. At least she used to live in the nursery clock until she was mysteriously kidnapped. Thus the scene was set for the first game, as our clockwork hero travelled through various rooms in the house searching for his girl. In fact, he almost rescued her before she was whisked off by a giant TV set at the end of the game. Although the action was very much in the vein of a traditional 2D platformer – leaping around various platforms, collecting gems, attacking baddies with your sword – the graphics were in a league of their own, with fantastic silicon graphics-generated sprites and amazing 3D polygon backdrops.

If we're being totally honest with you, we weren't that overwhelmed with the original Clockwork Knight. Whilst the graphics were mightily impressive, the actual gameplay left much to be desired, and with only four rooms to its name the game was way too easy. The sequel however, is far superior. The gameplay has been spiced up considerably, with loads more to do on each level, and there's even a minecart-esque level in which Clockwork Knight rides his shoe-brush horse along a madcap aerial roadway. More importantly, there are twice as many levels as before, with eight different worlds, each made up of two levels and a boss. Speaking of bosses – perhaps the singlemost impressive feature of the first game – the ones in Clockwork Knight 2 look simply fantastic, far surpassing those of the original game. One boss for example, made from a sheet of paper, transforms into three different origami beasts as it dips itself into different ink pots. Clockwork Knight 2 looks to be a vast improvement over the original. Even the graphics have been considerably enhanced, with some amazing backdrops. And the intro – featuring Pepperouchau and chums enjoying a bit of a latin jazz jam session – is possibly the best we've seen. Only the upcoming full review can tell us whether the game actually lives up to expectations.



▲ Nice work, Pepperouchau.



▲ The impressive first boss.



▲ The exciting new horsey-ride level in action.

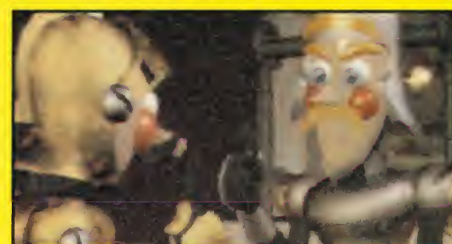
SEGA



# ARK KNIGHT 2



▲ It does look like the first game, doesn't it?



▲ The excellent intro recaps the story of the first game.



▲ The TV beast, last boss of the first game makes a brief showing.



## PREVIEW



BY  
SEGA

RELEASE:  
TBA

PREVIEW

# WING



▲ Just look at it, would you. It's incredible!



▲ Just like the Wing War coin-op and, in fact, ever game that comes out nowadays, Wing Arms has two viewpoints.

Although Virtua Fighter 2 and Virtua Cop are Sega Of Japan's priority Saturn projects at the moment, it doesn't mean they haven't got anything else up their sleeves. In fact, as readers of last month's SEGA SATURN MAGAZINE will know, there's a multitude of hot titles in the works, one of the most promising being an aerial shoot 'em up called Wing Arms.

As the title suggests, Wing Arms gives you the chance to engage in a bit of 3D fighter plane combat. If the idea of cruising through the stratosphere in the latest Top Gun jet fighter, knocking out enemies from five miles away with radar guided missiles, appeals to you however, this ISN'T the game for you. You see, Wing Arms is strictly a World War 2 flying affair. We're talking about Spitfires and dive bombers here. That doesn't mean this is a slow chugging flying game though. The simplistic nature of the planes means you get involved in plenty of close-quarter dogfighting, Battle of Britain-style. Well almost. You see, the programmers have spiced up the action by adding missiles to the game. The Spitfire, for example, has a payload of 50 of the blighters!

What's more, the actual sensation of speed is highly impressive thanks to the Saturn's ability to shift the polygon graphics at an extremely nifty rate. All the more impressive when you see some of the enemy you have to face. Aside from formations of small fighter planes, there are battleships and even bombers that extend further than the size of the screen! Add to this some mightily impressive backdrops, including a 3D night cityscape and the game certainly looks hot.

If you think the name Wing Arms sounds somewhat familiar, it probably reminds you of the popular Sega coin-op Wing War, and not unintentionally either. Wing Arms is quite obviously based on the arcade game. From the look of the graphics to the method of tracking your enemy via a rotating

arrow, the game is very similar. There are even seven different planes to choose from. However, Wing Arms could well prove the superior of the two, thanks to added texture-mapping and more depth to the levels. Rather than just pitting you against a single aerial opponent, Wing Arms actually has certain mission objectives. Whether the game will include a two-player option though—perhaps the most popular feature of Wing War—remains to be seen. Having actually played a 50% complete version of Wing Arms we've definitely got our eyes on this game. The arcadey shoot 'em up nature combined with the realistic sensation of flying looks set to make it a real winner. Well keep you informed of its development in the upcoming months.

SEGA



# VRMS



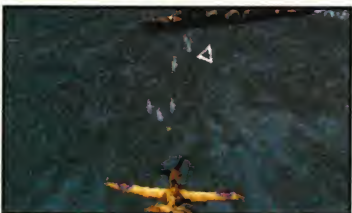
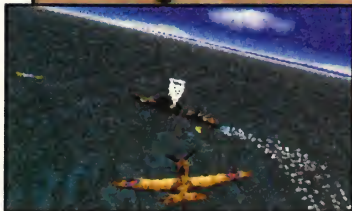
▲ There's a variety of planes to choose from.



▲ Here's a nice blue one.



▲ That's the one for me, boyo!



▲ This night level really is most splendid, Algie.



▲ The night level is most smart.



▲ See, just like we told you. Missiles.



▲ Did the trick though, eh?



## PREVIEW



BY

UBISOFT

RELEASE:

SEPTEMBER

PREVIEW

## RAY

For the average platform hero, life isn't exactly a bowl of cherries. Why, even to get a slight bit of attention they need a million and one special gimmicks. Then they're held responsible for the environment they happen to live in. And to top it all, they have to cope with scathing critics and a merciless public.



▲ Hey, it's that propeller hair. Read all about it in the main text.

But Rayman isn't like that. Developed by Ubisoft, he's among a new generation of heroes. With his newly rendered trainers and trendy clubwear, Rayman is ready to take on all-comers. Unless of course, they go by the name of Mr Dark. Then he gets a bit scared and starts whimpering slightly. You see, Mr Dark is living evil. And in true platform japey, he's hellbent on controlling the world. He's already stolen the kingdom's power source, the protoon, and now he's setting his sights on destroying all the lovely animals too. He's scattered all the nice beasties all across the land, imprisoned them in mouldy cages, and dispatched his own legions to uphold law and order in the new state. Luckily, although the good fairy Bertilla can't do much about stopping Mr Dark (he seized her powers in a previous battle) she can select a new hero to save the rapidly deteriorating land. And who does she choose? Rayman of course.

And so the jestery commences. Rayman must battle through over 60 levels in six vastly different worlds, encountering many a lovely ray-traced enemy along the way. He must also free any elections that he meets along the way, and to do this, he collects coins that make up part of a medallion. Only when he's collected all six parts for each of the 17 medallions can he be permitted to enter a final battle with Mr Dark.

Rayman's travels will take him through a friendly forest, up through treacherous mountains, then to a hostile city, deep below the earth in labyrinthine caves, and finally to a candy chateau for his ultimate challenge. In each level there's a hard-as-nails boss to overcome, and at first it seems as if all Rayman can do is avoid them. However, as he progresses through the game, the good fairy Bertilla awards him with special powers to help him defeat the evil ones. In some levels he can punch foes, in others he's blessed with helicopter hair. He can also hang on to platforms (sometimes he can even grow his very own) grab hold of objects and befriend fireflies who light the way for him when it's really dark.

Although the gameplay in Rayman is currently complete, the programmers are still hard at work finishing the sound for the game (at the moment there isn't any). But they think that development should be complete in time for next month. And you know what that means...

SEGA



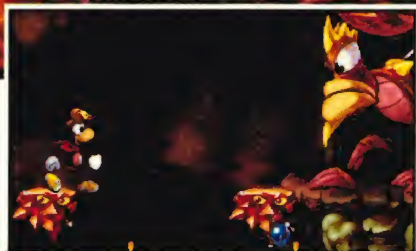
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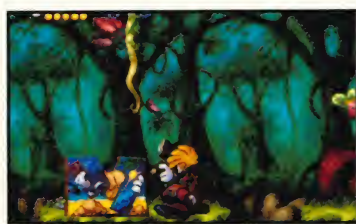
## THE DREAM FOREST



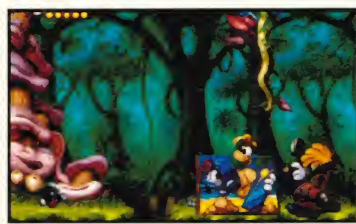
▲ Wow, looks like Rayman's got some binoculars.



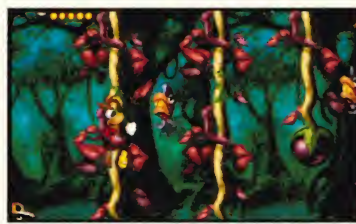
▲ That's how we like our bosses. Big. Challenging. And yet cute in an Iguanodon kind of way.



▲ Where's Rayman then?



▲ Tee hee, there he is.



▲ Having a vine time.



▲ You said it pal.



▲ Now that's a big coin.



▲ Save the Electroons, Ted.





PREVIEW

SHELLSHOCK

SEGA  
SATURN

BY

CORE DESIGN

RELEASE:

SEPTEMBER

PREVIEW

## SHELL



▲ A far cry from the eco-friendly early nineties.



▲ A bit like Battlecorps, except the graphics are realistic this time.



**Core are never shy to try a new machine for size. And they found the Saturn so comfy, they are ready to unveil Shellshock already...**

When the Megadrive was released, Core Design were there. When the Mega-CD reared its ill-fated head, Core were there with the likes of Jaguar XJ220 and the classic Thunderhawk. Similarly, even when the equally ill-fated 32X came up for air, Core were good enough to release BC Racers for it. Now, with the advent of the Saturn, guess who are stepping into the frame with a futuristic battle tank game for the classy black number?

The year is 1997 and the world is very different from the one we live in now. A series of terrorist attacks have left people scared, and the assorted Governments have come together to create a task force dedicated to blowing the crap out of the evil doers — of which Core offer you the chance to join. The name of this tip-top team is 'Da Wardenz', and a more motley bunch of world-savers you are unlikely to see. However, such bravery and derring-dos come at a price, and which 'Da Wardenz' are indeed a force for good, they are also a bunch of mercenaries who demand high payment for their services.

Shellshock thus sets the player a series of dual-purpose missions: first to wipe out the bad guys, the second to earn enough bonuses to ensure two weeks in the Caribbean later this year. If you live to spend it, that is. Shellshock is Saturn-bound sometime in September.

## BACK TO BASICS

Shellshock's assorted missions are set across six war zones, with the player safely ensconced in their trusty M13 tank. Armed to the teeth with machine guns, missiles and anything your ill-gotten gains allow you to buy on the way, your missions vary from game to game. Whilst you may be called upon to remove a strategic position in one game, another could see you guarding a secret project — sadly, we can't reveal too much as the programmers at Core are still busy thinking them up! Death comes from every corner, though, no matter what the mission, and whilst you are searching for the targets set by your government, attack comes from an assortment of planes, helicopters and rival tanks — all of whom are armed to the teeth, and out to remove your M13's limited armour capabilities.

## WORLDS APART

The world you explore in Shellshock is a fully texture-mapped landscape featuring buildings and perimeter fences galore. Each level can be explored fully, and in keeping with most gamers' violent tendencies, everything you see can be blown up or rolled over! Realism was the programmers' main aim, and consequently, the player finds themselves embroiled in night missions requiring infrared, or trundling along in a torrential downpour. Such environmental hazards means that a certain amount of strategic thought is needed when buying extra kit, as not having a certain utility could bring an end to your high-earning days. Speculate to accumulate, as they say...

SEGA



▲ A sticklebrick on holiday in Greyland.

▼ One explosion. On a very cloudy day.





# SHOCK



▲ Now this is more like it. A lovely, big explosion.



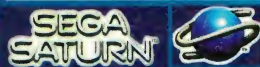
▲ Contrary to popular belief, this is not the same screenshot as the one above.



▲ Oh dear. He looks like a plain clothes officer at a warehouse party.



## PREVIEW



BY  
TIME WARNER  
INTERACTIVE

RELEASE:  
OCTOBER

PREVIEW

# PRIMAL

# R



▲ No wonder you lot are all so strange.



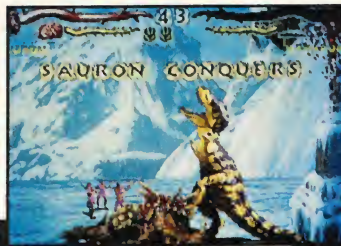
▲ With real tomato sauce and everything. Just like the coin-op.



▲ Lovely. I'll fry that one up with some lard and have it for tea later.







# RAGE

**It's a scientific fact that dinosaurs came in four types. 1: The real ones, which have been dead for millions of years. 2: The ones in Jurassic Park, which looked almost as real. 3: hard plastic ones with immovable limbs (these are always Stegasaurus' or zombie Tyrannosaurus with outstretched arms and open mouths). 4: soft plastic ones, next to the hairy spiders and rubber snakes in 'joke shops'.**

But now, by golly, there's a fifth species. This one has been gestating at developers Probe for the last two years, and as Primal Rage, will be lumbering across several formats this Christmas. The 16bit version is ready, in fact, reviewed. But it's the Saturn version which connoisseurs of the coin-op will really want to grapple with.

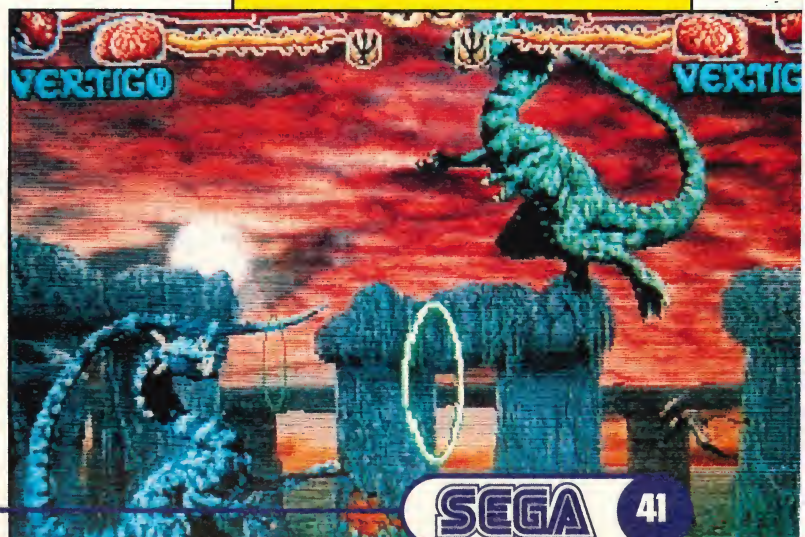
Probe were picked, because basically they are the masters of this genre. A pedigree of Mortal Kombat 1 & 2 and Batman Forever speaks for itself. You might think that the enormous reservoir of the Saturn's CD — some 600MEG — would allow an unproblematic conversion. But the coin-op used some 900MEG of graphics, samples and animation!

In the event, only some superfluous frames of animation have been sacrificed, whilst every move, feature and option of the game has been included. Not only is it fully inclusive, but the quality of graphics is superb. The sprites are only slightly smaller than the arcade version, and this was only to maintain their size ratio to that of the background.

And how does it play? Well, this is the one unexplored region, but every move, minor or special of the seven psychopathic characters is there, and they can stick pull off sick stunts like gobbling up their human 'followers' who run around frenziedly in the background.

We'll be gorging ourself on their remains for next month's full review of the 32bit version of Primal Rage.

SEGA





# THE UGLY BUGS' BALL

S H O W C A S E

**Tense, next generation headache?** Fed up of

dazzling 3D games with all the personality of a cyberman? Do you long for the good old days

of cutesy platform characters? Well

have Sega got the

game for YOU! A

game that com-

bines loveable

platform charac-

ters with thrilling

32-bit visuals. And no,

it's not Clockwork Knight. This is

a REAL 3D platformer. We sent

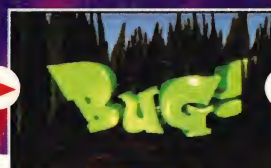
the best man for the job, TOM

GUISE, to take a look. Not

because he's a loveable charac-

ter, but because the name of

the game reminds us of him.



▲ Thrill as we take you to...



The sea kingdom of Aquaria!



▲ And the icecaps of Fridgia!



BUG! Not the kind of name you'd expect a cutesy platformer to be called, is it really? Berty the Bug maybe. Or perhaps Super Bug Bros. But just BUG!? It all sounds a bit sinister really. After all it could be a game about a deadly virus, like the Satan Bug. Or it could be similar to Arachnophobia. In fact, it sounds like the sort of game you'd buy and rush home to play, only to vanish into your room for hours. Then, when your mum comes to get you for dinner and she taps you on the shoulder your head falls off and loads of spiders crawl out of the neck stump. Just when you thought it was safe to look under that rock... BUG! Bwa-ha-haaa!

## THE SATURN BUG!

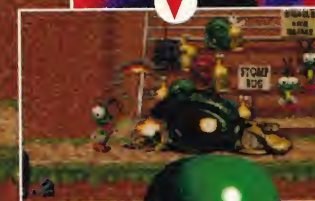
Of course, it isn't like that at all. It's a cutesy platformer just like we said. It is, however, full of bugs. Big bugs, small bugs, some as big as your mouth. Some that'll fit in your mouth. Some that'll crawl out of your eyesockets after feeding on your brain. Some that'll make nests in your stomach. No no, stop screaming, it was just a joke. All the bugs in BUG! are your bug-eyed (bad gag intended) cartoon types. They even wear white three-fingered gloves and big red booties. And to prove how cute and non-skin crawling the game is, get your laughing-pincers



BUG!

## LEVEL 1: INSECTIA

The first zone in the game is your standard grassy level. The perfect breeding ground for all manner of nasty insects. Grasshoppers, dung beetles and flies are just a few of the infestations that make Bug feel as small as an ant.



▲ It's the boss.  
That's right,  
he's a snail.



Hey, it's  
Daddy-O  
Long Legs.  
Cool, baby!

## LEVEL 2: REPTILIA

Things hot up here as Bug enters desert country. With lizards crawling under the sand and baby ants throwing tumble weeds at you, your short bug-life could end here on the sun's anvil.



▲ Chase the little ants and you get to face...  
their mother! Yipes.



▲ Five groats says the left  
grasshopper wins the fight.



The second boss. It's Satan I think.



## LEVEL 3: SPLOT

A refreshingly moist change to the hot sands of Reptilia, but don't rest on your antennae yet. With frogs trying to swat you with their tongues, electric flies attempting to electrocute you and stink bugs trying to fart you to death, the least of your problems here will be damp socks.



▲ Enough electricity there to power a whole ant hill for a month.



▲ The third level boss! Believe it or not, you can't beat it by throwing Skittles in its mouth.



▲ Hey, it's that Octopus again. What do you know, he's the boss of level 4.

## LEVEL 4: QUARIA

If Splot seemed a bit damp, Quaria is positively dripping. Yep, it's the underwater level folks. Watch out for snapper fish, moray eels and unfriendly clams as you wander around Davy Jones' locker.

▲ Here, Bug has to move a platform whilst chased by spikes. Not that you can tell, thanks to that octopus in the way.





around the plot.

A giant black widow spider known as Queen Cadavra has ensnared some small helpless insects for her dinner. It's nature's way, you might say, and David Attenborough might agree, but that's not a good enough reason for one young bug known as Bug, who sets off across six different bug-infested zones to rescue his little pals.

See, nothing nasty about that story. Except that our little bug pal has to face swarms upon swarms of evil insects, whilst sustaining his energy by supping on bug juice, no doubt squeezed from the bloated abdomens of unborn red ant pupae. Well, he's a growing bug after all.

## BE AFRAID, BE VERY AFRAID!

Seriously though, that certainly sounds like a classic cutesy platformer plot if ever I heard one. And indeed, the game follows very much in the footsteps of a classic cutesy platformer. Each of the six zones is split up into three different stages, with a boss stage at the end of the third. What's more, each zone has a different theme such as a grassy level, an underwater level, an icy level and a fiery level. The icy level having slippery slopes, the fiery level having lava pools and so on. Starting to get the picture? Just to really emphasise the traditional platforming nature of the game, there are even gems and coins that Bug can collect to enter hidden bonus rounds. And how does Bug beat the enemy insects? How do you think? He bounces on their heads of course. At least, until he collects power-ups allowing him to zap or spit at them. Yup, this is a platform game straight out of the 'How To Make Platform Games The Sonic Way!' manual.

## HELP MEEE! HELP MEEE!

But just hang on a second. What's all this traditional platformer baloney? Didn't I say this was a game with thrilling 32-bit visuals? Didn't I say it was a REAL 3D game? Indeed I did, and so it is. Because although this game has all the tried and trusted ingredients of the very best 16-bit platformers, it also has an all-new element that sets it apart from any platform game you've ever played before. That element, as the programmers call it, is known as 'Quad Scrolling'. You see, whilst Bug can wander left and



▲ Nothing like a good catapult to wake you up.

## LEVEL 4: THE BUR-R-BS

It's time to chill out as you enter BUG!'s answer to the ice level. Even in these wintery climes insects still exist, albeit with woolly hats and scarves. Take a ride on a bug-sized toboggan, but watch out for black ice and incoming snowballs.



▲ Due to the game's 3D nature, Bug can see areas he has to face in the distance.



Dr Seuss books are popular in the insect world.



▲ Level Five's boss is none other than a Yetibug. The missing link between insect and apes.



## BUGGING QUESTIONS!

**BUG!** is Sega of America's first in-house Saturn title and the work of a specially created Saturn-specific programming team known as the Away Team. Here at **SEGA MAGAZINE** we've managed to garner some behind-the-scenes information about both **BUG!** and the Away Team from **BUG!**'s producer Steve Apour, following a candid interview he did with the official US Sega magazine, *Sega Visions*.

### Q. Tell us about the Sega Away Team.

**STEVE:** In late 1993, Sega formulated a 'rapid deployment team' known as the Tiger Team to handle the special assignment of launching the Sega Saturn for SOA in the States. It was at that time that I volunteered for one of the Tiger Team's three original producer positions, and was lucky enough to be chosen to the team. As time passed, the Tiger Team evolved, losing two of its three original producers, gaining three new producers, and changing its name from the Tiger Team to its current name, The Away Team. The new name reflects the Team's changing character as we rapped up the duties associated with launching the Sega Saturn, and became a team that is out of the office probably more than any other, as we pursue the development of Saturn products with international appeal.



### Q. Could you give us a little **BUG!** background?

**STEVE:** **BUG!** is, as far as I know, the first 3D platform game – not a side scroller, but something of a 'quad scroller'. You know, not just left and right, but IN and OUT as well! **BUG!** is my pride and joy. I feel he and his cast of supporting characters are among the freshest to come into the gaming world since well... Sonic. The game's look is meant to give the familiar feel of playing your favourite classic Saturday morning cartoon as a 'quad' scrolling, 3D platform game. The characters were SGI rendered with the intent of giving them something of a warm Looney Tunes feel, as opposed the super high-gloss, albeit somewhat cold, look that many games are attempting these days.

Basically, **BUG!**'s star Bug (small 'ug', no 'l') is our award winning interactive actor and star in his latest role. You see, unlike video game characters who actually live in their universes, Bug is an interactive entertainer (more like a movie star) who lives in the 'real' world taking on roles as an actor in different games. So... unlike other characters who are tethered to variations of the same universe in their sequels, Bug will never have the constraints of needing to be in the same universe or of doing a sequel for that matter – every new role brings him a new story and new co-stars.



### Q. What are we calling the ability to play within the screen's depth?

**STEVE:** 'Z-Axis Access' (ie. being able to go into the Z-Axis) makes the quad scroller possible.



### Q. Is this feature something that's only possible because of the Sega Saturn's processing power?

**STEVE:** YES... no other machine on the market could do **BUG!**

### Q. Since the Saturn is a new platform, did you run into any challenges when developing titles for it?

**STEVE:** The greatest challenge we had in developing titles was in finding a way to quickly understand, digest and utilize the enormous processing power of the Saturn. Bear in mind that to develop a good 16-bit title takes approximately a year (give or take a few months), and that's with existing, known technology, as well as existing software and hardware tools. Now bear in mind that the Saturn is a powerful, multi-processor system capable of doing more graphically and aurally than anything our best programmers had ever seen before. Add to that the fact that the hardware as well as the software tool set were being finalized and translated in parallel with game development, and I think you can see what our biggest challenge was. Luckily however, we are working with some of the best developers in the business, who committed huge resources and energy in putting together outstanding titles in **BUG!**, *Blackfire*, *Ghen War* and *Congo*.

## LEVEL 5: ARACHNIA

You've died and gone to Bug Hell! Whilst carefully negotiating the thin walkways atop bubbling lava pools, watch out for fire flies, charred beetles and flame-throwing ants in fireman outfits.



▲ Watch out for the fireman ants. They cook you to a crisp. Mind you it's a delicacy in some countries



Just look at it. That's a 3D platform game for you.





## BLUE HEDGEHOG? WHERE?

That's right, Sonic the Hedgehog makes a guest appearance in BUG!. Should you collect a large coin on any level and find Daddy-O Longlegs, you get sucked into one of many bonus rounds. Each has a different task, from avoiding falling beetles, to clambering up moving shelves, to racing against the legendary Sonic the Hedgehog. Oh, how the mighty have fallen when they can only get bit parts in other characters' platform games.



▲ Watch you don't fall in the lava, little Buggy.



▲ Jumping across springy mushrooms is hard enough in 2D. In 3D, it's ridiculous.



right as in any platform game, he can also wander into and out of the screen. And that my boy, is glorious 3D. Yup, each stage is a 3D multi-level maze that reaches as far into the screen as it does across.

This might not sound like much of a new thing, but believe me, it moves the goalposts somewhat. Leaping across moving platforms, jumping from one floating bubble to another, avoiding dive-bombing bees, staying one step ahead of a deadly moving wall – even the most basic of platform tasks becomes a fresh challenge when you have to perform it facing into or out of the screen. Worst still, BUG! throws every conceivable platform trick in the platform book at you. It quite literally adds a whole new dimension to the art of platform games!

## I'M FEELING BETTER!

The 3D nature of BUG! is enough to separate it from any other platformer you may have played, but it's the graphics that really make BUG! the true next generation game that it is. Apart from shifting the immense 3D scenery around at an amazingly smooth rate, the actual look of the game is superb. Each of the various characters (of which there are loads) were created as 3D models on a Silicon Graphics work station, before being turned into 256 colour sprites in the game. The result is a game that could only have been done on a machine as powerful as the Saturn.

And yet, for all the SGI-rendered, 32-bit powered processing behind the look of Bug, the programmers have avoided making BUG! look too computer-generated, maintaining its distinctly cartoon look. To this effect, Bug alone has over 300 frames of animation to his name. He rolls his eyes, he sticks out his tongue, and when he falls his neck stretches with the momentum. Adding to the atmosphere even more, Bug himself has a range of 99 humorous quips which he randomly unleashes upon performing any action – from bashing an enemy ("Ah glasshopper!") to standing on a swinging platform ("Oooh!") to drinking his Bug Juice ("Bu-ug Jooocce!"). And this is just the main sprite we're talking about! Combine this with the other madcap goings on in BUG! and you have one of the craziest platformers you could ever hope to play.

Sounds like it has all the hallmarks of a true next generation platformer, wouldn't you say? Well there's only one way to find out for sure – by feasting your compound eyes on the full review on page 56. So go now my little pupae, swarm to it like horseflies to fresh dung. Fly, fly!

THE END?

SEGA

SEGA



# VIRTUA

**EVERYTHING YOU NEED TO KNOW FROM  
THE WORLD OF AM2!**

**VF2'S DEVELOPMENT CONTINUES APACE!**



▲ It's Jacky on the Saturn! More on him next month.

Little more has been seen of Saturn Virtua Fighter since the jaw-dropping demo at the Tokyo Toy Show in June. Lead programmer, Mr Okayasu of AM2, has nonetheless continued to field questions about the game from the Japanese press. The latest, and easily the best, news is that the programming team HAVE got two characters running at 60 frames a second on screen. In fact, the Pai and Lau demo at the show was running at just that speed. That said, AM2 are experiencing some problems now, as they code the control system for the characters. "All the input combination has to be checked," said Mr Okayasu. "I am testing the commands at 60 frames a second, but I do experience delays."

One thing Mr Okayasu is more pleased about is the quality of the texture-mapping on the characters. "I am quite satisfied with the current quality. If the designer wants to work on it more, I would not stop him. Unlike when we worked on Virtua Fighter last year, we have divided the tasks into character, background etc, so we can work on each of the parts in detail." Meanwhile work continues apace, as AM2 reveal a sneak look at the next character to be converted to the Saturn - Jacky! Looking virtually identical to his arcade counterpart, Saturn Jacky is reported to actually be up and running, with a number of movement routines so far complete. We hope to take a closer look at him next month.





# ACTY

VIRTUA  
CITY

AM2  
AM R&D DEPT. 2

- LATEST WORD ON VF2 AND VIRTUA COP
- VIRTUA FIGHTER MASTERCLASS
- THE COMPLETE GUIDE TO DAYTONA USA
- ENTER THE OFFICIAL DAYTONA TIME ATTACK CHALLENGE

## VIRTUA COP UPDATE!

♥ Hey, that's my car!



The latest news on the Saturn conversion of Virtua Cop is that the first level is now 80% complete. However, work on stages 2 and 3 hasn't even begun yet. Mr Takashi Isono, the chief developer for Virtua Cop at AM2 is nonetheless extremely happy with the way the project is progressing. "I have become more optimistic than when I first started it," he said in a recent interview with the Japanese Saturn Fan magazine. "Usually, a conversion project involves cutting down features and functions which are not feasible, but for this one we seem to be able to include most it." Indeed, with the conversion of the first level, AM2 wanted to prove they could cram in everything from the coin-op. A task they

have clearly fulfilled, although not without hard graft. "We did not know if we could produce the same zoom angle or place the maximum of six or seven characters on screen," explained Mr Isono. "Mainly it was problems relating to processing capacity. For example, the decrease of speed depending on the number characters, the speed of polygons to fully appear at zoom angle. Also, compared to the arcade version, the polygons are not of the same quality as those of the Model 2 board, so we must work to improve that."

For the most part though, the Virtua Cop programming team are now concentrating on the next step of the game's development - the conversion of Stage 3. "We decided to work on the more complex conversion task which is Stage 3 before 2," said Mr Isono of this bizarre step. "In a screen where a room is surrounded by walls, larger polygons increase in number just because of the ceiling. If we can improve that, Stage 2 should not be so difficult."

So, does Mr Isono think his team can produce an arcade perfect conversion?

"To answer 100% would not be adequate... maybe 99%. But we are confident of producing something that 10 out of 10 people would be satisfied they would not ask for more."



♥ The actual Sega light gun won't look like this. For a start it won't have real bullets.





# VIRTUA FIGHTER

## M A S T E R C L A S S

### S H O W C A S E

**This issue begins our first foray into the world of advanced Virtua Fighter technique. Our aim is to take you beyond the simplistic combos and moves given away with the game and take you into the next stage of Virtua Fighter play. In the immortal words of Marvel Comics' Doctor Doom: "There can only be one MASTER!" - and that's equally as applicable to playing Virtua Fighter as it is when discussing subjugation of the entire cosmos. Reigning VF champion, Richard Leadbetter is your guide.**

This month we're going to concentrate on some simple-to-learn super-cheese techniques that allow you to snatch victory from the jaws of defeat, plus we'll be revealing some hitherto unpublished combos and techniques that should greatly aid your campaign for total mastery of Virtua Fighter. Plus, we'll be reprinting the Dural code (which works on every version of Saturn VF - remixed or not, official or import). Also, we'll be showing off all of the robot's moves too.

#### KEY

You'll see a lot of directional talk in these pages, so a quick key is in order to help you out.

**F:** Forward on the d-pad.

**B:** Back on the d-pad.

**D:** Down (crouch).

**U:** Up.

**Note:** Expect combinations of the above: for example BU means diagonal back/up. If a direction is in **bold type**: for example **DF K**, it means hold the direction indicated down longer.

**P:** Punch

**K:** Kick

**G:** Guard

### PAI

Pai has only two factors in her favour - her sheer speed, coupled with her ability to turn a foe's punch or kick against them.

Start as usual with a Pai PPP combo - it's fast and takes you right up close to your opponent. Aim to finish the combo with a B F P throw.



Success! Pai throws the opponent and they're down.



If your opponent tries to get a punch in, Pai's B P counter immediately kicks in. Whammo.



### KAGE

Credit to Tommy Guise for devising this technique for Kage which is super-damaging when it actually works. A shame you can counter it by ducking, but in the confusion of turning around, it usually works against unskilled players.

The opponent's down, so Kage goes for his pounce attack (U P).





Curiously enough, if they manage to dodge out of the way, Kage ends up right behind them...



Ace him with a B B K kickflip combo. You can pounce again here and you're sure to hit.



## LAU

We're going to save Lau's super-damaging eight-hit combo until next month, but until then, savour this cheese-ridden round-saving ring-out technique.

Bait your opponent near to the edge of the opponent. Their natural attack pattern is to try and batter you out of the ring.



A F B P throw seems to have the range to take them out of the ring. This is immensely cheese-ridden, and yet strangely amusing.



## JACKY

In a recent poll, Jacky proved to be one of the most favourite Virtua Fighters, despite not actually being half as good as Lau or Sarah. In his favour, he

is capable of some lightning-fast moves that attack on multiple heights, which aids breaking an opponent's guard.

The lower spinning knuckle (BD P) is so fast, it's very rare for an opponent to successfully block it. However, the lower spinning roundhouse that most players follow it up with is very easy to guard against.



Mix and match your attacks after the spinning knuckle. Very effective indeed is this toe-punt (F F K).



Spectacular in execution (and aceing crouching opponents) is a kick-flip (BU K).



Or any attack that isn't low in nature. A double punch elbow combination, for example (P P FP).



## DURAL

The robotic character Dural is a complex learning fighting machine designed by the sinister J6 syndicate. It is a robotic version of Kage's mother, who was kidnapped by the syndicate many years ago (this explains why so many of Kage's attacks have been programmed into Dural). To

access Dural, press DOWN, UP, RIGHT and press A and LEFT together on the character select screen. You'll hear the laser noise from the sound test and Dural is yours. What is important to note is that the robotic one has no original moves of her own - they're all taxed from the other players. Apart from Jacky and Lau, oddly enough.



## VIRTUA CITY



## AKIRA'S MOVES

F F K K: Renkantai double kick.  
B F F P+K: Tetsuzanko dashing shoulder tackle.  
F F P+K P P K: Akira's PPK combo. Does much the same as PPK on its own with Dural.  
DFP: Sokaho punch to a downed opponent.  
BD F P: Shin'iha headbutt throw.  
B FD P+K: Yoshisenrin back shoulder tackle.

### PAI'S MOVES

K+G: Senpuga roundhouse.  
F D P: Tenchi-toraku throw.  
BP: Punch/kick counter.

### WOLF'S MOVES

F F P: Axe lariat clothesline.  
P+G: German suplex throw.  
FP: Body slam throw.  
B BD D DF F P: Giant swing throw.  
BD P+K+G: Double arm suplex (for crouching foes).

## JEFFERY'S MOVES

FK: Knee kick.  
DK: Toe kick.  
F B P: Double smash punch.  
B B P: Body lift throw.  
D K (D DF F P+K+G): Toe kick followed by smash punch.  
DP: Iron claw throw for crouching opponents.  
DF P+K+G: Power bomb throw for crouching opponents.  
D F K: Machine gun knee throw.

## KAGE'S MOVES

F F P+K+G: Raiyu-hisho-kyaku rolling full body drop kick  
FP: Elbow strike  
B B K: Kickflip.  
B BD D DF F K: Kaiten-jizurikyaku rolling roundhouse:  
B F P: Throw  
PK: Punch kick combo.  
PP: Double punch combo.  
PPK: Double punch kick combo.  
PPP: Triple punch combo.  
PPPK: Triple punch kick combo.  
U P: Pounce attack.  
B BD D DF F: Roll forwards.  
F DF D BD D: Roll backwards.

## SARAH'S MOVES

DF K: Jackknife kick.  
F P K: Double pad joint elbow knee combo.





# THE SEGA SATURN MAGAZINE

## GUIDE TO ULTIMATE DAYTONA USA MASTERY!

### TECHNIQUE ATTACK!

Here are a few driving tricks you need to master to become a true Daytona champ.

#### POWER DRIFTING

The art of sliding around corners. You'll do this anyway, but it's better if you can control it. Just steer into the direction you're sliding to counter the skid.

#### SLIPSTREAMING

A way to increase your speed above its max! When at top speed, tuck in behind another car before pulling out and overtaking.

#### GEAR BRAKING

When using a manual transmission vehicle, try dropping gears without braking on some corners. This momentarily slows your car without losing as much speed when you shift up again.

#### JUMP START

On the Advanced and Expert courses, you can accelerate from the start line at almost top speed. Hold down the brake and rev the engine, keeping the indicator between six and seven. Then, just before the green light, release the brake and you're off.

### TIME ATTACK 1.

The official Time Lap record for the Beginner course -

**0'17"10**

IF YOU CAN'T BEAT THIS TIME, FORGET IT!

### TRACK ATTACK 1 SHORT OVAL 777

The beginner's course in Daytona is the simplest... and the fastest. It's also the track that gets the most attention when it comes to breaking lap records. Moreover, it's the only track in the game with a genuine shortcut. Come with us now, as we spin the roulette wheel on the true gambler's course.

#### 1. ROULETTE CURVE

The first part of the course to really watch out for is here. If you take it too wide you end up scratching your paintwork on the outer side and shedding a bit of speed. Just keep your foot to the floor and hug the inside curve.

#### 2. SONIC WALL

The only genuinely tough corner on the track. If you're in the automatic car, you need to brake sharply, twisting the car hard left and accelerating up almost instantly. You hit the wall, but come out of it with relatively little speed loss. For manual drivers there's a far more impressive way to take the corner. Follow the outside line and drop a gear as you reach the corner. The gear change should slow your car without the use of the brake. As you steer, aim to touch the red banner with the right corner of your car. Switch gears back up to fourth and you should come out of the corner accelerating up to full speed in no time.

#### 3. THE PIT LANE

You might think this is a bit of a no-go area if you intend to win the race, but taking a shortcut through the pit lane is the single sneakiest thing you can do in Daytona... providing you do it right. The trick is to enter the pit lane with your right-hand tyres on the right-hand edge of the pit-lane kerb. The easiest way to do this, is to make a hard left from the middle of the track, as you reach the pit lane. Only practise can enable you to get the timing right. Once you've done this though, you can move to the centre of the pit lane to prepare for your exit. It's best to take the exit corner wide, as it's quite sharp, and brake a little. It's wastes less time than pranging the Roulette Curve wall.



## THE OFFICIAL TIME ATTACK COMPETITION!

Last month we asked you to prepare for our awesome Time Attack Challenge. Now it's time for the games to begin. Here's the rules!

1. You must be racing in Time Lap Mode - in the usual game, you can slipstream behind other cars to get extra speed. In our eyes, this is an unfair advantage.
2. You must be using the official UK release of Daytona USA on a UK Saturn. In converting to PAL, AM2 changed the time base of the game slightly, so sorry import owners - you can't enter this competition.
3. We're after your best individual lap time on any of the three courses. Or all three courses if you reckon you're up to it.
4. You need to be racing on NORMAL level, not ENDURANCE or

#### GRAND PRIX.

5. Should you end up with the overall best lap time, we'll want video footage in the form of the replay mode. You don't have to send it with your best time, but hang onto it. We'll contact you for it if you win.

Right, the game is afoot. So let's reveal the prizes for each different track.

For the best time on the Beginner Course, the winner receives an exclusive Saturn Jacket, the Arcade Racer steering wheel and a Virtua Joystick.

For the best time on the Advanced Course, the winner receives the Saturn jacket and the Arcade Racer plus 10 Saturn games. The winner of the Expert Course wins the Saturn jacket, the

Arcade Racer and A YEAR'S SUPPLY OF SEGA'S SATURN TITLES! Imagine it. Virtua Fighter 2, Virtua Cop, Sega Rally and all the other games for a year - FREE! You can, of course, enter all three track competitions if you want and you can also enter as many times as you like. Send your times together with your name, address and phone number to

DAYTONA TIME ATTACK CHALLENGE, SEGA MAGAZINE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

We'll print the first qualifying times next month and each month after, concluding in our December issue. So get racing.



**Ever since** Daytona USA first scorched into our offices on Japanese import, we've been hooked on it. Desperately tried to beat each other's lap times, shedding the merest seconds off each course to see our names at the top of the high scores tables. So, to justify the copious amounts of office time spent playing the game, we've put together this complete Daytona USA guide full of every racing secret we know for the game. And for those of you who reckon you're already hotshots at the game, we've even thrown down the gauntlet. Beat our times and gain fantastical prizes. So without further ado... gentleman, start your engines!

## TRACK ATTACK 2

### DINOSAUR CANYON

This is where the game proper begins. The advanced track might seem incredibly tough on first encounters, but once you get to grips with it, it's easy. So easy, that you can complete it using the blue automatic Hornet. In fact just to prove it, this course guide is based around said blue car. After all, if you need this guide, you obviously aren't ready for gears yet.

#### 1. BRACHIO CURVE

After the initial start straight, you have to face this incre-e-edibly long curve. It's not tough at all, the trick is how to make the most of it. Actually taking the inside corner is a bit risky, especially if you slip onto the grass and lose speed. It's also disorientating as the screen swings about. Far better to move from car to car, slipstreaming each one. If done correctly, you can actually reach 3rd position by the Tyranno Tunnel.



#### 2. TYRANNO TUNNEL

Entering the tunnel is the toughest bit. It's so easy to swing out just before the tunnel and crash into the right side of the entrance. To avoid this, make sure you pass the checkpoint on the right-hand side of the road. Now you have plenty of room to manoeuvre, enabling you to hug the left-hand curve just before the entrance.

It's easy to hammer it through the tunnel (in fact, you can get into first place in the tunnel if you're doing well), but don't forget it ends with a right turn. Gently hug the inside of the turn and, as you leave the tunnel, you can almost take a straight line up the hill barely touching the insides of each curve.



## VIRTUA CITY



### 3. TRICERA ROAD TO PTERA POWER STATION

Before you reach the right-hand turn into Tricera Road, brake for a second, twisting the car sharply right. You should powerdrift left, almost facing the right wall. As you slide into the road, steer left, accelerating to straighten the car up. The Ptera Power Station turn is much harder. Here you have to brake very hard, almost so you can take the turn without sliding. It's better than hitting the left-hand wall and losing loads of speed. As soon as you feel the car begin to gripe the corner, accelerate and straighten up.



### 4. THE STEGO SLOPE

Whatever you do here, you don't want to end up on AM2's lovely grassy verge. Enter this curve on the inside and brake momentarily, twisting left. The car does powerslide out, but should take the corner with ease. Don't overbrake though, or you'll feebly clear the corner like an old granny. Just enough to slide to the verge without touching it. Then accelerate away.



### 5. THE FOSSIL OF THE DRAGON

The final corner of the course and the hardest. This is where you have to learn a new trick - zig-zag powersliding. As you pass under the Brontosaurus's Tail arch, make sure you're close to the right hand edge. Now, as the corner appears, brake real hard (but just for a second) and slam the car to the right. Instantly following this, start tapping left and right on the D-pad (if you normally use thumbs, switch to fingertips before this corner). This has the effect of continually countersteering you around this corner, reducing what would be a massive powerslide. Nonetheless, you still swing out wide, almost at right angles with the track. At this point, steer sharply left. You'll actually drive forwards, facing right before the car straightens out. It's tricky, but effective.

**TIME ATTACK 2**  
The official Time Lap record  
for the Advanced Course -  
**0'46"20**





## TRACK ATTACK 3 SEA GALAXY

The mother of all race courses! In order to conquer the expert course, you need to master a manually-operated car. We're going to tell you how you do it using the red automatic Hornet, just in case you haven't earned the other cars. Mind you, if that's the case, it means you haven't beaten the other tracks, so you're unlikely to stand much chance at this one.

### 2. TEARDROP OF THE MOON TO THE QUASAR BENDS

As you reach the lighthouse, you need to brake sharply and drop down to 2nd gear, drifting around the corner. Once around, pick up speed swiftly and move slowly back to fourth, because the ninety degree left-hand turn up to the Starlight Bridge can prove crucial if taken correctly. You see, you can take it without losing any speed! The trick is to take it wide, turning sharply onto the ramp, thus reaching top speed as you reach the bridge. You can now slipstream other cars to take the straight at amazing speeds.



### 3. SASA

As you enter the curve known as Saturn's Ring, just before the Space Shuttle, count the hazard signs that appear on your left. When the third sign appears, brake and make a sharp left to powerslide around the tight corner. Accelerate as soon as the car is facing the right direction.



### 4. COMET CURVE

Now all that's left to do is manoeuvre around the toughest corner in the whole game! As you reach it you should be going at almost top speed. Brake sharply and drop down to 2nd gear as you turn left. If you turned tightly enough your powerslide won't send you slamming into the wall. As soon as your car is facing up the ramp, countersteer right and shift up into 3rd.



### 1. CASSIOPEIA CITY

If you managed to get a good start, you should be able to reach around 20th position as you pass the checkpoint that leads into the underpass. Don't be tempted to swing out through the gap between the pillars into the left-hand lane. Instead, steer tightly through the checkpoint and stay on the main track. Maintain speed along the city straight, and when it curves right, that's when you want to cut between the pillars, keeping the car going almost straight ahead. If done correctly, you can make it into 18th position at this point.

Now here's the hardest part. Cut sharply back into the right hand lane just before the last pillar and brake, keeping the steering turned right. The car should powerslide almost through the whole Green Screen underpass. Drop down to 3rd gear and as you see the exit to the underpass, accelerate, steering left. If done correctly you should be facing in the correct direction and manage to drive out into the open without slamming into the left hand wall. It takes practice, but believe us, this is the best way to handle this section. Once mastered, you should be able to reach 8th position by the Statue of Jeffrey.



### TIME ATTACK HINT!

We recommend you use the orange Hornet car for the Time Attack competition. On the beginner course, you can actually do a whole lap without braking or changing down gear, and it has similar advantages on the Advanced and Expert courses.



**TIME ATTACK 3**  
The official Time Lap  
record for the Expert  
Course -  
**1'41"50**





# VIRTUA CITY



## NAME THAT TUNE!

Enter these initials on the high score table to access various tunes.

A.Y	VIRTUA FIGHTER	AKIRA STAGE
J.B	VIRTUA FIGHTER	JACKY STAGE
S.B	VIRTUA FIGHTER	SARAH STAGE
PAI	VIRTUA FIGHTER	PAI STAGE
K.M	VIRTUA FIGHTER	KAGE STAGE
W.H	VIRTUA FIGHTER	WOLF STAGE
J.M	VIRTUA FIGHTER	JEFFRY STAGE
LAU	VIRTUA FIGHTER	LAU STAGE
KOS	DAYTONA USA	KING OF SPEED
LGA	DAYTONA USA	LET'S GO AWAY
SKH	DAYTONA USA	SKY HIGH
P.P	DAYTONA USA	POUNDING PAVEMENT
VFT	VIRTUA FIGHTER 2	LION STAGE
TET	TETRIS (?)	TETRIX
ANI	ALTERED BEAST	RISE FROM YOUR GRAVE
AO.	SUPER MONACO GP	NAME ENTRY
ASA	STRIKE FIGHTER	FUNKY BOMB
HSB	GALAXY FORCE	DEFEAT
KAG	AFTER BURNER	MAXIMUM POWER
NAK	THUNDERBLADE	TYPE 2
MIT	R360	EARTH FRAME G
TRS	R360	EARTH FRAME G
MMM	SDI	BLUE MOON
NAG	G-LOC	OPENING
BNB	UNKNOWN	
DST	BEAT AWAY	
GDA	WILDERNESS	
.KK	THEME OF KOUCHI	
AKI	ADVERTISE	
H.S	A. HI. RU.	
IGA	SELECT	
ISO	POKER FACE	
JIM	TITLE	
K.T	ADV	
KAO	TOAST!	
KAZ	BGM1	
KEN	TITLE DEMO	
KOU	TITLE	
M.M	OUTRIDE A CRISIS	
MAS	BMG2	
OKA	UNKNOWN	
OSI	VIVACIOUS	
SAO	BREAKOUT	
TAK	TYPE 3	
UME	MJ-DANCE	
YAM	CHOICE	
YAN	FILTHY	
YOJ	BGM A	
YUI	GOOD! LET'S GO!	

## HIDDEN EXTRAS

When AM2 promised to include new features in the home version of Daytona USA, they weren't kidding! Saturn Daytona probably has more hidden extras than any other video game. These are the ones we've found so far.

### EXTRA VEHICLES

To gain access to hidden vehicles in Saturn Mode you have to come first on each track at Normal difficulty or above. For each track you beat you get two new coloured Hornet cars, each with different handling, acceleration and top speed. Beat all tracks however, and you get to race as a horse. There's a brown automatic one or a grey manual one! If you don't reckon you have the skill to get these extra vehicles the honest way, here's a cheat to get them without any effort. When the Daytona USA title screen appears, hold diagonal UP-LEFT, A, B, X, Z and START together.



### BABY HORSES

Once you've got the horses, there's something extra you can try. Beat any track in Endurance Mode with one of the horses and a new horse option comes up in Saturn Mode, allowing you to race accompanied by a baby sidekick.

### MANIAC MODE

Finding the game just a little too easy? When the white SEGA logo screen appears, enter UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C. You should hear a noise. Start the race and you'll find it's rock hard!



### KM/H TO MILES

If you fancy seeing your speed in miles per hour instead of kilometres, simply hold X, Y and Z on pad 2 during the title screen.

### KARAOKE MODE

Can't stand that awful wailing during the game? Just hold UP during the car select and Gentleman Start Your Engine screens and you can play the game in Karaoke Mode, meaning there isn't any singing, unless you want to join in.

### MAKE JEFFREY DANCE

You can do this one in the arcades too. When you approach the Statue of Jeffrey on the Expert Course, slow down and press X. For each press of the button, Jeffrey rotates slightly, eventually standing on his head!

### SLOTS OF FUN



Ever wondered what the giant fruit machine on the Beginner Course was for? Well, when playing in Arcade Mode, press X to individually stop each reel rotating and then X to restart them again. If you get three Sevens in a row you get an extra 7 seconds. Three Bars gives you 5 seconds.

### OVERHEAD REPLAYS



When you get to replay your race in Time Lap Mode, simply raise the view above the car as normal, but press the view button once more to get a top-down view. You need to be playing in Joypad configuration A though so you can use the L and R buttons to switch views.

### WOT NO TYRES



A useless, but amusing little curiosity here. Go into the pits and on the exact second the pit crew remove your tyres, press A, B, C and START. Now watch the opening demo and you'll see your car is driving without any wheels.

### YOU'RE GOING THE WRONG WAY!

You probably know about Mirror Mode (hold R on the track select screen) but did you know that during a race, if you turn and drive towards the other cars, you can complete a race? The checkpoints register your extended time and you even get a R symbol on the high score to signify Reverse.



逆走  
SEGA





## INFO



BY:  
**SEGA**

PRICE:  
**£49.99**

RELEASE:  
**SEPTEMBER**

STYLE:  
**PLATFORM**

PLAYERS:  
**1**

CONTINUES:  
**BATTERY BACK-UP**

**T**hree months after the US launch of the Saturn, Sega America are finally ready to roll out their first in-house Saturn title. So what incredible next generation delights have they got in store for us? A Daytona-style racing game perhaps? Or maybe a Virtua Fighter-style beat 'em up? How about a platform game? Bingo! That's right folks, it's a platformer!

However, before you let out a sigh of despair, can we say that BUG! isn't just another of your run-of-the-mill platform games. In fact, BUG! isn't even a fantastic looking but ultimately shallow platformer like Clockwork Knight. BUG! actually manages to do for platform games, what games such as Daytona USA and Panzer Dragoon have done for their respective genres. In other words, BUG! manages to bring a real next generation edge to good old fashioned gameplay.

Good being the operative word, because BUG! has all the elements of the very best platformers. All the most fiendish reflex-stretching obstacles are there, with every conceivable formation of moving platforms, retracting spikes and floating bubbles you can imagine. In fact, more than you can imagine, because BUG! adds a new dimension to the game. And that is the dimension of 3.

Yup, what makes BUG! a real next generation platformer is its 3D element. Unfortunately, it's not true 3D in that you can rotate the environment around, looking at anything from any angle. Simply put, it's just the ability to move Bug into and out of the screen. However, within the limitations of this gameplay device, the extra 'depth' element is put to excellent use. Aside from making Bug perform all manner of perfunctory tasks from a spicy new 3D angle, it also makes use of your ability to see into the distance. Overcoming certain areas of each level can require you to spot the problem before you get to it, with the solution-at-hand being in the foreground. Levers to open doors, for instance. Or even the chance to observe how a living bridge of flies on the horizon can allow you to get to a lone platform. So, in effect the 'depth' element of the levels actually adds a new 'depth' to the gameplay. Clever huh? On top of all this, BUG!'s graphics are also stunning. Fantastic SGI generated sprites add all the polished look of Clockwork Knight to a game with real gameplay. What's more, the actual scrolling of the huge floating platform environments is highly impressive, as you walk into and out of the screen.

Although BUG! doesn't really break any new ground game-play-wise, the fact that it's a damned good platformer coupled with those genuinely impressive 32-bit graphics, gives it all the distinction a Saturn platformer should have over anything we've seen on any console before. BUG! is a simply brilliant platformer that demonstrates how the Saturn's capabilities can be used without resorting to flash but use-less gimmickery. You hear that, Pepperouchau?

TOM GUISE



▲ Hey, it's Richard's mum.



▲ It's a starfish. But not a chocolate one.







▲ Although BUG! has a highly impressive fully scrolling 3D environment, the programmers haven't used this as an excuse to make the levels small. Simply put, each stage extends as far into the screen as it does sideways. And take it from us, that's pretty large.



▲ It's a bonus round where you have to fly through rings on a dragon-fly. Nuff said.

## COMMENT **SAM HICKMAN**

At first, I had my doubts about BUG!. Mainly because the widely hyped 3D element wasn't the kind of all-encompassing 3D I was hoping for. This would have been a bit of a let down if the final result hadn't been such an superbly enjoyable game. It's quite clear the programmers knew what they wanted with BUG! and rather than complicating the game with rotational trickery, they concentrated on putting a fresh twist on the traditional platformer. If BUG! was just a 2D game it would still have been the best platformer on the Saturn, but the 'depth' factor adds so much more to it. Previously this sort of 3D was reserved for limited bonus rounds in 16-bit console games, so it really demonstrates the capacity of the Saturn over the previous generation of games machines. Finally the Saturn has a highly entertaining platformer to its name.



▲ Just like any good platformer, BUG! has some highly impressive bosses. All the more so, because every creature in the game is SGI rendered. All the bosses have a strange rubber puppet solidness to them.

## RATINGS

**91**

### Presentation:

An impressive SGI Intro neatly sets the scene for the whole game. Overall it has a very polished feel.

**90**

### Graphics:

The actual quality of the rendered sprites and textured 3D environments is extremely impressive. More so because it all moves about.

**92**

### Sound:

Cheerful tunes play throughout, but it's the multitude of sound effects, including over a hundred humorous speech samples that gives the game such a brilliant comedy edge.

**86**

### Challenge:

BUG! is surprisingly challenging, and not just because of its extra dimension. Tricky obstacles and clever enemies make this game a real reflex-stretcher.

**93**

### Playability:

Anyone accustomed to platform games will have no problem getting their head around the game. But the 3D element provides a fresh twist.

**90**

### Lastability:

Each of the 15 levels is simply huge and the clever 'credit card' battery back-up system means you can't just swan through the game.

**92**

### Overall:

BUG! finally brings the term 'next generation' to platform games in a cute and highly enjoyable way.



# PANZER DRAGON



▲ The 3D environments in Panzer Dragoon look incredible. Although the actual path through each level is fixed, you can steer the dragon around quite a large play area, giving an amazing sense of freedom.

**E**very new console needs a red hot shoot 'em up in its opening range of titles and for the Saturn that game is Panzer Dragoon. When it was released in Japan, this game fully demonstrated how much of a leap up from 16-bit consoles the Saturn really is, turning the age-old shoot 'em up formula on its head with 3D visuals unlike any seen before. As such, it comes as little surprise to learn that this is the game Sega Europe have chosen to spearhead the second wave of official Saturn titles.

Simply put, Panzer Dragoon is an awesome piece of software. Some people have criticised its gameplay, suggesting that behind the incredible 3D graphics is little more than a 2D shoot 'em up. Well, we'd be inclined to agree with that. Certainly, Panzer follows the format of your more familiar Thunderforce-style blaster, as it guides you through six winding levels filled with endless droves of enemies and each with a monstrous boss at the end. However, imagine playing Thunderforce from a 3D pilots-eye view. Suddenly, the enemy ships are zooming right at you from every angle, and you have to swivel around at 360 degrees to meet them. That's Panzer Dragoon for you. All the frenetic blasting action of the very best horizontally-scrolling shoot 'em ups, brought to life in incredible 3D.

But it's more than just the full 3D perspective that makes Panzer Dragoon so special. After all, this is a trick that's been employed in shoot 'em ups as far back as Space Harrier. Nope, what really sets Panzer Dragoon apart from any game you've ever seen before is its incredible graphics. Panzer was the first import Saturn title to demonstrate the machine's awesome texture-mapping abilities and the result leaves no doubt of the Saturn's almost limitless potential. Play Panzer Dragoon and you're submerged in an amazing graphical environment. Vast oceans, sweeping forests, deep canyons and majestic cities all scroll around you. However, you rarely get a chance to appreciate them, not just because the game moves at such an accelerated pace, but because of the hordes of nightmarish enemies you have to face. Giant beetles scuttle across the floor, swarms of flies fill the air, massive sand worms swim through the desert, and on later levels fleets of flying ships cruise through the skies. From the first moment it loads up with its breathtaking SGI intro, to the end of the game which harbours the most awesome boss you could hope to see, Panzer Dragoon is the most visually amazing video game in existence.

Thankfully, these incredible graphics aren't let down by poor playability. Panzer Dragoon is as satisfying a shoot 'em up as you could hope for, keeping the blasts-per-second at a very high level. On the normal difficulty setting it provides a reasonable challenge, but on higher levels it really is tough. What's more, with a different ending for each difficulty setting, plus a wealth of hidden 'extras', this is a game with plenty of longevity too. Together with Virtua Fighter and Daytona USA, Panzer Dragoon heralds in a 'true' era of next generation gaming, combining super-realistic graphics with good old-fashioned gameplay. Except that Panzer looks even more stunning than the other two. It's just another reason to buy a Saturn.

TOM GUISE

## INFO



BY:  
**SEGA**

PRICE:  
**£49.99**

RELEASE:  
**OUT NOW**

STYLE:  
**SHOOT 'EM UP**

PLAYERS:  
**1**

CONTINUES:  
**EARNED**



▲ The boss sections are, without a doubt, the most impressive part of Panzer Dragoon. And they provide a challenging battle as well!

SEGA





▲ The excellent weapon system allows you to toggle between rapid fire and auto-targeting.



▲ This is part of the Silicon Graphics-rendered intro, but it blends almost perfectly with the actual game.



▲ Wait until you see this fella cruising past you.



▲ Sections like this tunnel stage move amazingly fast, and show how fantastic the Saturn's texture-mapping is.



## COMMENT

**RICH**

I played Panzer Dragoon when the import version came in months ago, and I couldn't help but be impressed by it. This game fully demonstrates the Saturn's awesome ability to create highly detailed texture mapping and shift masses of polygons at an incredibly swift rate. What's more, it's a extremely satisfying shoot 'em up to play. I did however, find it fairly easy to clock, beating it in just a few days, and this did cause me some concern. Unnecessarily, I might add, because Panzer is packed with all manner of hidden extras to hold your interest. Beat the much more challenging Hard Mode and there's an extra rock hard mode to face. Plus there are extra weapons, a secret Level 0 and all manner of quirky cheats in there. All providing a challenge in their own right. Panzer Dragoon is an essential purchase.

## RATINGS

**95**

### Presentation:

Fantastic! An Incredible Silicon Graphics intro blends seamlessly with the in-game graphics to create a game that flows more like a blockbuster movie. The new benchmark of superb presentation.

**96**

### Graphics:

The in-game graphics are the most impressive so far seen on any next generation machine. Fully-textured, fully-surrounding 3D environments like you would not believe.

**95**

### Sound:

The sound effects - ranging from laser guns, shrill death-cries and droning engines - are spot-on. The orchestral soundtrack adds a real atmosphere to the proceedings.

**88**

### Challenge:

More experienced gamers should have little difficulty with the Normal Mode. But there are higher settings and cheat modes which provide far more challenge.

**94**

### Playability:

Blasting action that's fast and exciting as you could hope from a shoot 'em up. Only this time you have to face it from every angle.

**90**

### Lastability:

With a different ending for each difficulty level, and plenty of cheat modes in the game, there's plenty of mileage here.

**92**

### Overall:

With Daytona and Virtua Fighter, Sega cornered the next generation racing and beat 'em up markets respectively. Now they've got the shoot 'em up genre in the bag as well. Simply incredible!





▲ Nice white pumps, mate.

**A**lthough Pebble Beach hasn't come with the fanfare and hype of titles like Virtua Fighter and Panzer Dragoon, it is a fairly significant first Saturn game, as it broadens the adult appeal of the machine.

Many people playing Pebble Beach will have encountered the 16-bit and PC golf games from EA. And previously they have been spoiled. The PGA series was the pinnacle of 16-bit gaming in many ways, so the initial sense of Pebble Beach is that it doesn't

offer a huge leap forward. It does use the CD-ROM to produce the lavish Introduction and presentational effects that remind you of a TV sports show, and the programmers have found no trouble in including a range of options that let you customise the game considerably. They are even more important when you realise there is only a single 18-hole course on the CD, the eponymous Pebble Beach Links, so mixing the ingredients in as many different ways as possible is going to increase the longevity.

You set off from the clubhouse with a friendly, and occasionally animated caddy, the sound of lift music in your ears, and make a short hop to the first tee, where you see how the game is really set out. The graphics are fairly convincing, with different textures for the fairway and rough, and a real sense of elevation. If anything looks out of place it's the slightly blocky foliage.

There is a reason for this. Photo-realism has been sacrificed for the sake of an optional ball-cam feature, which allows you to follow the ball on its flight, in a slightly jerky but highly impressive 3-D sequence. It sounds like the sort of option you'll soon turn off, but the feature suits the pace of the game well and it can be quite exciting to see where your ball's going to land.

Another point in its favour is that Pebble Beach's difficulty is pitched just right. It's no pushover at the beginning, and each of the holes present a different strategic challenge. Putting takes time to master, but can be very satisfying. The whole package has the celebrity stamp of Craig Stadler

who prattles along to footage of each hole, which is further supplemented with a rendered 'fly-by' of the hole about to be played.

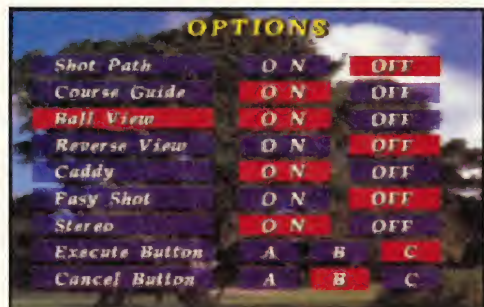
The difference between this and 16bit golf is clear once the full options of seriously exploring the course are opened out to you. You can wander around the fairways at will using the caddycam, allowing you to judge distance. Greens can be viewed by remote camera, and there's limited freedom to take an elevated viewpoint of your lie. All in all, Pebble Beach is an extremely enjoyable first golf game for the Saturn. Graphically, it's fairly impressive if quite



▲ It looks like The Activator.

jerky, and the gameplay is near enough on par with the PGA series. If only Pebble Beach had a larger selection of courses, it would be great. As it is though, it's still recommended to Saturn-owning golf-fans.

SAM HICKMAN



## INFO

### PEBBLE BEACH GOLF LINKS



BY:

SEGA

PRICE:

£49.99

RELEASE:

OUT NOW

STYLE:

GOLF

PLAYERS:

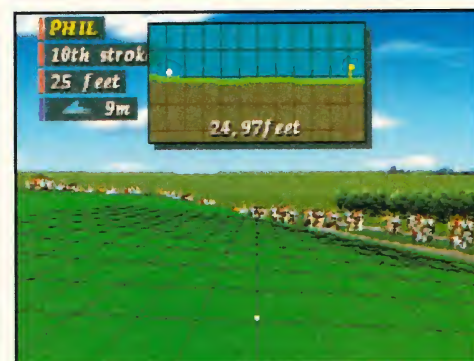
1-4

CONTINUES:

RAM SAVE



# PEBBLE BEACH GOLF LINKS



▲ As you'd expect, there are various overlays to help you with your shot.



▲ There's good old Craig. Having staggered out of the Cheers bar, Craig provides an extremely useful fly-by guide to each course. It all adds to the polished feel of Pebble Beach.



▲ Remember what Craig said. "Eat as many beer-nuts as possible."

## COMMENT

**RICH**

Golf's usually pretty easy to review: if you like it, you tend to get by with most versions; if you don't, no amount of garnish is going to make it fun. Pebble Beach is basically the same kettle of fish as PGA and its cohorts, but with plenty of garnish. Most gameplay options have been included, and the interface is both easy to use, and at the same time gives you a fair amount of freedom. It also has the benefit of being reasonably challenging, with each of the holes offering short-cuts to shave off strokes and horrific traps to pile up the score. The major downside is the restriction of having a single course, especially when the likes of PGA games offer six or more. However, this is not to put down a well-produced and entertaining round of golf, which Pebble Beach certainly is.



▲ All the information is presented in a very stylish fashion. It's like watching a golf TV show.

## RATINGS

**85 Presentation:**  
Well defined options and good in-game menus.

**79 Graphics:**  
A big step up from 16bit golf, especially the animation.

**68 Sound:**  
The sampled sounds are excellent, the music dire, dire, dire.

**83 Playability:**  
Pebble Beach is an interesting course, and the ball-cam adds a new dimension.

**86 Challenge:**  
You'll be battling hard to get anywhere in the tournaments.

**76 Lastability:**  
Only by having a lot of like-minded friends, is Pebble Beach going to interest you for any length of time.

**79 Overall:**  
The only golf option for some months, so if that's your game, go for it.





▲ There's the original Gradius ship there.



## INFO



BY:

KONAMI

PRICE:

£TBA

RELEASE:

NOVEMBER

STYLE:

SHOOT 'EM UP

PLAYERS:

1-2

CONTINUES:

2-7

# PARODIUS DELUXE

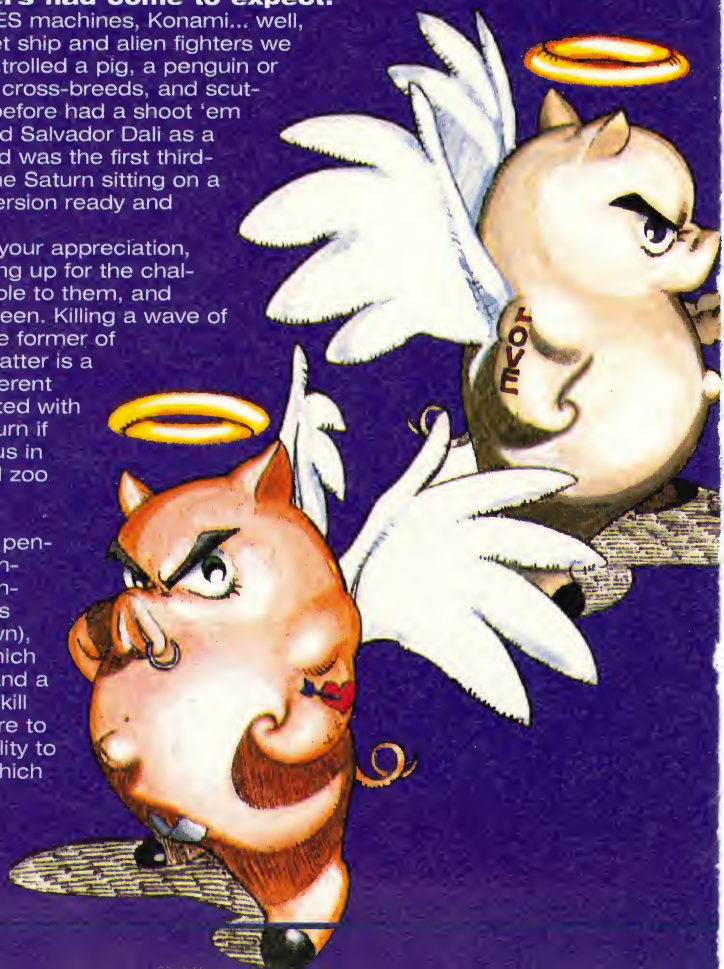
**L**ong long ago when every pub and kebab house played host to a 'Nintendo Play Choice Ten' machine, Gradius and Nemesis were common sights. Effectively the same game, Gradius/Nemesis was a horizontally-scrolling shoot 'em up which mixed elements of the old Scramble coin-op with the power-ups and end-of-level bosses arcade-goers had come to expect.

Then, with the advent of the PC Engine and Super NES machines, Konami... well, they went a bit strange. Gone were the familiar rocket ship and alien fighters we have come to know and love. Instead, the player controlled a pig, a penguin or an octopus, and blasted away at ballerinas, cat/boat cross-breeds, and scuttling birds. The basic idea was the same, but never before had a shoot 'em up been so surreal. It was as if Konami had appointed Salvador Dali as a graphic artist. Still, Parodius was a huge success, and was the first third-party game available for the Super NES. Now, with the Saturn sitting on a shelf near you at Dixons, Konami have an updated version ready and waiting to take advantage of all that 32-bit power.

Saturn Parodius offers a greater number of ships for your appreciation, with eight would-be defenders of the universe stepping up for the challenge. Each of the eight has seven power-ups available to them, and these are displayed at the bottom of the scrolling screen. Killing a wave of aliens then reveals either an orange or blue ovoid, the former of which acts as a credit on the weapon list, whilst the latter is a smart bomb. With every orange icon collected, a different weapon is highlighted, and the weapon is then selected with a quick press of a button or automatically by the Saturn if the player wishes. The fate of the known galaxy is thus in the trotters and tentacles of a bunch of farmyard and zoo animals. We're doomed...

Forget the attacks from all manner of odd creatures. Forget the fact that you can employ pigs, octopi and penguins to save the galaxy. What we have here is a stunningly playable blaster of the 'old school.' It looks stunning, with loads of colour, a huge amount of creatures on screen at once (albeit with a modicum of slowdown), and bizarre bosses — but it is Parodius' playability which make it a winner. The power-ups are easy to select and a variety of attack patterns easily accessible, but real skill and timing is going to be needed if the latter levels are to be seen. Konami have reintroduced good old playability to the Saturn. A trip back in time, but a welcome one which teaches us that playability is everything. Lesson over.

RICHARD LEADBETTER



SEGA



## BOSS-TING YOUR ASS

Bosses play a major part in Parodius. Every half-level a weird, oversized critter appears and either requires a multitude of direct hits before they give up the ghost, or are simply best avoided as they are impervious to attack. Here's a quick recce of our faves...

### ARIEL THE NOT-SO LITTLE MERMAID

A beautiful songstrel whose high notes are deadly, and whose big tail splashes water all over the place. She also has a boat perched on her head. What better reason for shooting her?



### CREAM DISPENSARY

Two moving laser devices which instead of firing supercharged light, send condensed streams of dairy produce at you instead. Shoot its epicentre, and its spurting fun will soon end.



### BUNNY GIRL

A gentle-looking Geisha appears with a pair of comedy bunny ears stuck on her head. Attack appears in the form of neon rabbits which she produces from under her kimono.



### BOAT CAT

A boat. With the head of a cat — complete with pirate's hat and eye patch. Shoot it in its remaining eye and watch out for the things it spits out. Furballs?



### PANDA DANCER

Ballet's obviously big in Konami's development HQ, as a ballerina appears early in the game and the player is required to dodge her jerking legs. Far stranger though, is the dancing panda who spews cuddly toys from under her tutu.



▲ Parodius shows how capable the Saturn is of shifting sprites.



▲ There are two versions of Parodius in the Deluxe pack, original and new-improved Ultimate.



▲ That's right folks, Penguins.



▲ There's still a bit of Outer Space for you serious gamers.



▲ Nothing like creating a bit of brand loyalty, eh? So who did this game again?



## COMMENT TOM GUISE

Parodius certainly isn't the kind of game I'd buy a Saturn for. Admittedly it is a brilliant shoot 'em up fast of pace with plenty of challenge and incredibly good fun — and in fact it looks and sounds pretty brilliant too. The thing is, short of some 32-bit polish, it's really a game that the Super Nintendo can and has done. But to be honest, I'm just being pedantic here. You see, whilst games like Panzer Dragoon and Daytona are more in line with what I want from a Saturn game, there's no denying that Parodius is a great game to have, whatever system you've got. Admittedly it's more of a second purchase title, but once you've got your collection of stunning 3D texture-mapped games, the choice of a bit of 'old skool' blasting action like Parodius is surely a good one to have. Also, it's good to see Konami entering the Saturn arena. With classics like Parodius and the upcoming Twinbee Deluxe, as well as the long-awaited Snatcher sequel, the range of Saturn titles is certainly going to be varied and exciting.

## RATINGS

67

### Presentation:

Tinkly intro music and title screen. Stuff all else, though, and minimal options.

84

### Graphics:

Plentiful, colourful, and with loads of levels. Things do slow down slightly, but not enough to spoil the proceedings.

86

### Sound:

Remixes of all the old music, and cutie-ple sound effects. Perfect for the madcap action on offer.

88

### Playability:

Brilliant. An old-school blaster which may be very simple, but benefits from its 'joypad in, brain off' approach.

86

### Challenge:

The later levels are very tough. The huge monolith/ship boss being one to remember — if you lose your power-ups, you're stuffed.

84

### Lastability:

Good. The action gets a little repetitive, but the basic shoot 'em up formula ensures it's one to pick up every now and then.

87

### Overall:

A good old 'meat and potatoes' blaster. Fancy graphics, nice sound, good playability — that's one more than a lot of Saturn stuff has had. Cool.



# MEGA DR

"Hullo John got a new mota?" Is what a good friend of mine enquired the other day. "New mota?" I replied, "I should be so lucky, my name's Ed not John and I can't drive."



"But," I said to him, "but" I said "I'll tell you what I have got up my sleeve old bean, I've got tips 'n plenty of 'em." Then again if any of you out there in Readorville Wyoming have any more and you fancy winning yourself a juicy Sega Saturn game then send 'em in to : The Edos Lomatos Tips Feastwich, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU. And remember my friends. Hai Carammmmbbaaaaaa! Long live the Floyd!



## ● FEVER PITCH

These passwords from Martin Ubah in London let you play as Germany.

4th Round - ZBBBBBLHVFMDO (the Z, D and Q are yellow)  
Final - ZCMBBBLFBJB6D (the Z and 6 are yellow)



## ● WARLOCK

Enter these level codes on the password entry screen.

2 - SRVDR  
3 - BGSTR  
4 - PLEUP  
5 - PGBRL

6 - DINJS  
7 - NRVNA  
8 - NLYNG  
9 - BTBYS



## ● NBA LIVE '95

To get a secret version of PGA Tour Golf 3, start an exhibition match and choose any team. On the Controller screen select the "Start New" option and enter the user name "REFLOG". You will be able to have a little practice game of golf.

## ● PUTTY SQUAD

Here are codes up to level 33. Great.

2 - YTREWQ  
3 - USTIJNIN  
4 - ELBARM  
5 - MEHYAM  
6 - SSENDAM  
7 - LLEB  
8 - TONKFEER  
9 - CIBARA  
10 - DRATSUC  
11 - OMZIG

12 - FLOWEREW  
13 - PUREWOP  
14 - EVALS  
15 - REDNIRG  
16 - CINATIT  
17 - DAEHOMUS  
18 - YSSIRHC  
19 - SMARB  
20 - LEGNA  
21 - RETNUH  
22 - DORTOH  
23 - YTSEB

24 - LLIBSAG  
25 - DEKCEW  
26 - EZIGRENE  
27 - REFFUP  
28 - DENAK  
29 - ECALAP  
30 - IRARREF  
31 - REHSINUP  
32 - YEDIPS  
33 - ESREVINU



# RIVE

## ● PETE SAMPRAS '96

To get the secret space court go to the password screen and enter 'TIMEWARP'. You will now play on the floating court with low gravity and stuff.

To get the secret character 'Robot' (great name) go to the password screen and enter 'ROBO'. The robot will now appear on the character select screen.

## ● THEME PARK

Anthony Mayfield from Penzance has written in to tell you how to make lots of money when you auction your park. Put lots of money into research and as soon as you can get the Arcade, buy it. Put as many as you can into your park in a year and as soon as you can auction it, do. You should get between 20-40 million for it.

Ben Glampson from South Wood, London has sent in a few of his own tips.

To get a really big track ride (roller coaster, tubing, speedway, etc.) for the same price as a really short one. Buy the ride and make it as short as possible then delete one piece of the ride. Go to the quick menu and re-select the same ride and add as much as you like to it for free.

If your staff strike, use the pincer icon to pick them up and put them back to work.

Andrew Storr from Bournemouth's passwords let you have a park anywhere in the world. The last password gets you in the next round.

1 - UK sold for 2,315,000	1AAACAAACJM
2 - Nigeria sold for 6,913,000	KAAALAAAG2B
3 - Egypt sold for 11,618,000	EAACLAAAMMC
4 - California sold for 6,918,000	UAACLACAG2G
5 - Alaska sold for 8,357,000	BAACLCBAJFF
6 - Northern USA sold for 6,216,000	BAACLCDAGCJ
7 - Peru sold for 9,146,000	2AACLMCA74
8 - New Zealand sold for 13,027,000	HJCLMCAN1D
9 - Antarctica sold for 16,466,000	GAJDLMCASCU
10 - Australia sold for 19,559,000	DANDLMCAWDH
11 - Yakutsk sold for 23,284,000	JAPDLMCA01X
12 - Argentina sold for 25,689,000	6APDMMCA3C3
13 - Brazil sold for 28,414,000	JAPDM5CA518
14 - Eastern USA sold for 24,853,000	TAPDM9CA2JY
15 - Greenland sold for 27,290,000	XAPDM9UA4X4
16 - Iceland sold for 29,206,000	0APDM94A6S0
17 - South Africa sold for 29,103,000	6APD594A6PR
18 - Europe sold for 29,450,000	DAPD595A62L
19 - Scandinavia sold for 33,820,000	HAPD995BBA6
20 - Kuwait sold for 31,144,000	AAPH995A8PJ
21 - Russia sold for 31,560,000	YAPR995A84J
22 - India sold for 34,988,000	PAPR999BCFN
23 - China sold for 28,397,000	JAP9999A51P
24 - Japan sold for 14,101,000	6ACAAAAAP2Y

D.Weir and Lara and Jennifer Gracie from Glasgow have found a code to give you 25,613,000. It is 'JAAACAAA3AP'. Gary Overton from Droitwich, Worcs. says that if you alter the last three digits in any password, you will change how much money you have. For example: QAAACAAAQ8 will give you 478,000 and QAAACAAA8AQ will give you 30,734,000.

Matthew England from Romsey gave us this tip to save money when negotiating. At the start of the negotiations, move your hand right next to the rep.'s hand and suddenly move back. The rep. will follow you and you can keep the increases down to about 4%.

## ● SHINING FORCE 2

To get a secret useful secret character, play until the flying ship has crashed and you have a battle straight after and go down the right side of the mountains. There you will find a monastery which you can use to save your game. Go round the back, in and out of the trees, keeping as close to the building as you can. If you succeed you will meet SHEELA, a master monk with spells of Heal, Blast, Muddle and Boost. Thanks to James Wyllie from Aberdeen for revealing that.

To get to a secret stage follow Random Hajile's guide. Whilst

## ● SKELETON KREW

You've had the cheat, now you've got the level codes.

- 2 - BGWY
- 3 - PSKJ
- 4 - HDZT
- 5 - WGBX
- 6 - RDFK

## ● TOUGHMAN CONTEST

These cheats should work on the 32X version as well.

To get a sound test press Down, A, B and C simultaneously on the 'Game Setup' screen. Press the same buttons again to get out.

To create your own passwords for the final from scratch, use this sequence. On the 'Restore from Password' screen put in the letter 'E' to get to the final. Before entering the password, choose an opponent from the list and enter their letter and then the letter of who you want to be.

- A - Bruno Maserati
- B - Monsieur Victorie
- C - Hans Fischer
- D - Charlie Ponderosa
- E - Benny Booyah
- F - Meurte Martinez
- G - P.J. Rock
- H - T.K. O'Reilly
- J - Hiro Sokitome
- K - Coolio Loc
- L - Jabfar el Habib
- M - Coco Valdez
- N - Jacob Jabowitz
- P - Joe Wildhawk
- Q - Biff Blublood
- R - Nikolai Radinski
- S - Diego Garcia
- T - Havana Jones
- U - Yang Ah Chi
- V - Sydney Dundee
- W - Gavin Greyson
- X - Rigo Suave
- Y - Freddy Bravo
- Z - Chang Fu

For example, if you wanted to be in the final as Chang Fu fighting Freddy Bravo, use the password 'EYZ'.

On some of the stages it is possible to use the background to your advantage. On the Northwest Mill Stage, knock someone out of the ring three times in one round (use a Power Uppercut or Windmill Wind-Up for best results). The little boy in the crown starts throwing snowballs at your opponent. Do the same thing on the Colosseum Stage and the lion on the left jumps down onto your opponent.



in Southern Parmecia at the woodland town (just past the Dwarven Cave on the way to Creed's) turn left as you enter, keeping to the edge until you can move down behind the trees. Go right and you'll move above the trees. Keep going until you come to a little path on the far right. Use this to exit the screen and you be in the timed 'Faerie Wood' stage with lots of hard baddies to beat.



# MEGA DRIVE

## ● MR NUTZ 2

Enter the map sequence and press Up, Up, Down, Down, Left, Right C, A, B, A, Up, Up, Down, Down, Left, Right. This will give you access to all levels.

## ● TRUE LIES

These groovy cheat codes let you cheat.

Level Select - MNCHT  
Infinite Energy - BGGRLY  
Infinite Lives - BGLVS  
All Weapons - BGWPNS  
Get Shotgun - SHGN  
See Credits - CRDTS

## ● JIMMY WHITE'S WHIRLWIND SNOOKER

To watch a 147 break, start a trick shot, clear the table and place all of the balls in the correct order in a line (red, yellow, green, brown, blue, pink, black). When you place the black ball, the screen will flash red. When it stops flashing, go to 'Demo' on the main options screen to see the 147. Thanks to lots of people for sending it in but I can't get it working myself. Where exactly do you put the balls?



# UP FIRE

# MEGA DRIVE 32X

## ● MORTAL KOMBAT 2

Play as Shang Tsung and beat Kung Lau. When you win the second round, morph into Kung Lau and perform the Hat Split fatality (hold BK, F, F, F, release BK, LK). Your opponent will split into two and have white guts. Thanks to Mark Hyde from Shirley for that and if you threaten Pink Floyd again you won't get any more tips printed.

## ● NFL QUARTERBACK CLUB

These cheats should be entered on the main menu screen and might work on the Megadrive version as well.

To get the special Acclaim and Iguana teams press B, C, A, C, A, B, C, C, A.

To get the Panthers and Jaguars press A, B, C, C, B, A, A, C.

To get the AFC and NFC teams as well press C, C, B, A, C, A, B, B, C.

To get all the teams press A, B, C, B, A, C, B, C, A.

## ● EARTHWORM JIM: SPECIAL EDITION

Passwords. Er...that's it.

1 - Suit, Power, Gun, Cow, Cow  
2 - Power, Water, Gun, Cow, Suit  
3 - Power, Suit, Power, Cow, Water  
4 - Water, TV, Power, Cow, Hydrant  
5 - Hydrant, Power, Gun, Hydrant, Jim

6 - Cow, Power, Gun, Water, Gun  
7 - Suit, Hydrant, Water, Gun, Cow  
8 - Cow, Jim, TV, TV, Suit  
9 - Cow, Cow, Water, Cow, Water  
10 - Hydrant, Hydrant, Suit, Power, Suit  
11 - Water, Hydrant, Power, Suit, Power

12 - Cow, Jim, Cow, Hydrant, Water  
13 - Gun, Suit, Hydrant, Cow, TV  
14 - Gun, Suit, Water, Gun, TV  
15 - Suit, Cow, Power, Power, Cow





## ●CLOCKWORK KNIGHT

Enter all of these cheats on the title screen when "Press Start Button" is showing.

Level Select - Left, Up, Right, Down, Down, Right, Right, Up, R (the top right button). A level name will appear and by pressing Up and Down you can choose any level.

Final Boss - To get to the final boss you must put in the Level Select cheat and then press Left, Right, Right, Up, Right,

Right, Up, Down, Right, Right, Up, R.

999 Lives - To get loads of lives press Up, Right, Right, Right, Right, Right, Right, Right, Right (that's nine times), Down, Down, Down, Down, Down (that's six times), Left, Left, Left, Left, Left, Left (that's seven times), Z, X, Y, Y, Y, Z. Phew! If you manage to do it without passing out then the music will start again. Begin the game and you're away.



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# ALIEN SOLDIER™

In our opinion, Alien Soldier is the greatest Megadrive shoot 'em up of the year. It scored an impressive 85% in the June issue of SEGA MAGAZINE. However in the months since, we've uncovered what the full game has to offer and to be frank, it's more awesome than we could possibly imagine! In fact, were we to review it now we'd probably give it 92%. So to remedy the injustice done to the game and also to reveal how to beat what has to be one of the most skilful and challenging blasters ever, we've decided to give Alien Soldier its own players guide. Some of these bosses you just ain't gonna believe...

# US



## CRUCIAL TECHNIQUES

### FREE SHOT

Using the shooting system that allows you to move around at the same time gives you the best chance of beating the game. DOWN and C switches you to Free Shot mode.



### BLOCK

You press SHOOT twice to block, in case you didn't know. Blocking might not seem very important, but against later foes it's vital for success. Also, blocking light or flame based attacks almost always yields energy pods. Handy to know that.



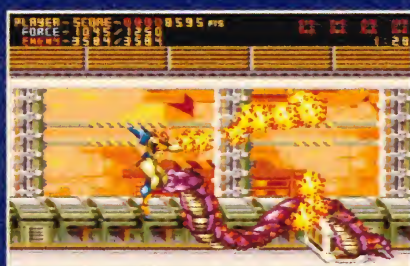
### ZERO TELEPORT

It's important to learn how to use your Zero Teleport (ZT) skilfully right from the start. It's the only way to escape certain attacks, but be careful you don't ZT straight into an enemy or off the edge of a platform. Also, fully-charged ZTs can be crucial for beating bosses. By looking carefully for energy pods, you should almost always be able to have full energy when facing a boss.



## 1. JETSTRIPPER (1985)

If you're having trouble with the first boss, you might as well give up now. Simply hover in the air and shoot at its heads with the homing weapon. If it gets too close, ZT to the other side of the screen.



## 2. ANTROID (3698)

Another simple foe. Use the homing weapon and shoot at its abdomen. When you're close (and you have to be to hit it) it spews at you. Just ZT behind it and shoot. Also, ZT away when it jumps at you.





## 3. ROLLING/ SHELLSHOGUN (0257)

Still in the easy zone. Just shoot at the head with the homing weapon and ZT away when he's going to stab. Stay back when he swings his sword about.



## 4. SNIPER HONEYVIPER (3745)

This gross villain provides little challenge. Wait for it to shuffle quite far left, then ZT behind it and shoot it in the backside. Careful it doesn't touch you though, it's very damaging. And avoid the falling bombs and flies. Obviously.



## 5. MADAM BARBAR (7551)

The trick here is to stay on the ceiling. Shoot at the large crab with the homing weapon and ZT away when forced into a corner.



## 6. JOKER (8790)

Stay on the ceiling and keep shooting at the frog with the homing weapon. To avoid the bullets released from the frogspawn, wait for them to get real close and just ZT to the other side of the screen.



## 7. ST-210 TEROBUSTER (5196)

Remember to be in Free Shot form. Just keep blasting right with the homer, whilst moving back and forth. Providing you're at the right distance from the robot, your weapon should destroy any homing missiles coming your way.



## 8. FLYING NEO (4569)

By using the homing weapon you can see this big bird's target even when it's behind the clouds. Just maintain fire, walking backwards when the bird is on the roof and using your Zero Teleport to escape its swooping attacks.



## 9. XI-TIGER (8091)

Before actually getting to this boss, it's extremely helpful to get through the swarm of flies relatively unscathed and try to destroy the large serpent. If you manage this, loads of energy pods are released, giving you full energy to unleash a damaging ZT on XI-Tiger. Use the homing weapon on the main boss and ZT away to avoid his charge. If you're too close he stabs. Don't ZT behind him though, as he changes direction. Just step back out of his range and keep shooting.



## 10. DEEP STRIDER (8316)

This is where the game suddenly gets tough. When the boss first rises out of the water, shoot it as much as possible. Now move onto the left island and as it leaps out of the water ZT through it for maximum effect. Now just hover above the islands shooting down as he skims across the tops of them. When the boss stops to release spores, crouch and fire down at it. Don't worry about taking any damage here, just kill the thing. The Buster Force is probably the best weapon to use.



## 11. GUSTHEAD (6402)

Stand on the right barrel, blasting this boss with the homing weapon. When it spins, sea creatures fly at you. Kill them to get energy pods. Keep moving forwards to prevent being blown into the water. Don't worry about his arms, as they don't hurt you. Should he start scrolling right, just ZT across the top platforms to keep up.



## 12. SHARPSTEEL (9874)

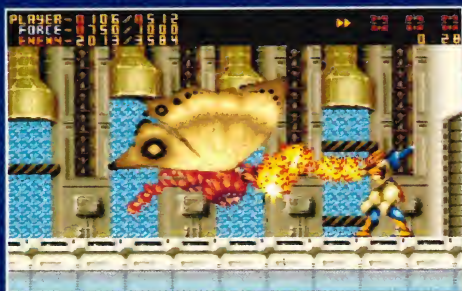
Avoid the swing of this boss' arms, by jumping over them. Keep shooting at the middle of it using the homer. When it dives and resurfaces it releases baby lobsters. Kill as many as possible for energy pods.





## 13. BUGMAX (1930)

Use maximum-energy ZT on the snake prior to the boss. Careful use should destroy it instantly, giving you loads of energy pods. It's best to arm yourself with one Buster Force and three Homing Forces for this boss. Fire at the pupae with the Buster, moving back and forth to avoid attacks. When its energy hits 3000, it



breaks out of the cocoon. Watch (and listen) for when it fires its tongue and ZT out of the way. Keep shooting with the homing gun and even if it goes dark you can still see the target.

## 14. VICTOR (2623)

It's fairly easy to avoid Victor's attacks as long as you use your weapon (Buster Force is best) to light the tunnel. Some attacks yield energy pods if blocked. Keep aiming for its centre and ZT through it when it slides across the screen.



## 17. EPSILON 1 (3278)

Sword Force is probably best on this boss, because of the amount of damage it causes. Just position yourself under its head, jumping and shooting. When a target locks on you, don't ZT, just move out of the way. When Epsilon leaves the screen get ready to move as it drops down shooting from its mouth. As soon as it has done this, get under the head, as the wings release a spray of fire.



## 18. DESTROYER MK2 (1039)

Although it seems indestructible, this boss is easy. Just ZT between the two platforms, staying away from the boss. When it fires, keep blocking. The large barriers can be knocked away, and the spray shot turns into energy pods. Collect enough and you can maximum energy ZT through it. A few of these and a couple of midrift shots while it's rematerialising and MK2 is scrapmetal.



## 15. SUNSET STING (6385)

A fairly easy boss, but as soon as its projectile needles hit you, they stick in draining your energy. Blocking the spray of buds releases energy pods which supplement your energy until you kill it. Buster Force is best for this boss.



## 16. VIBLACK/ BACK-STRINGER (7749)

Phase 1. When the giant fly picks you up, just stand under its head and shoot at it using Buster Force. Concentrate on killing it as quickly as possible, ignoring any damage you get. Be careful not to ZT off the edge of the wings.

Phase 2. After the spider has eaten the head of the fly, use the Homing Force and shoot down through the eaten away gap. As soon as any baby spiders start eating the wings, kill them as they pull you down. Avoid the spider's blasts and especially its web shot.



## 19. JAMPAN (9002)

Hey, it's Melon Bread from Gunstar Heroes and he's almost as easy to beat. Just keep shooting at him, jumping, ducking and ZTing to avoid the nose.



## 21. DESTROYER PROTOTYPE (3894)

Before reaching the boss, keep blocking to get energy from the asteroids. Most of the boss' attacks can be avoided by dodging or using ZT and its glowing attacks can be blocked to reveal energy. Just keep shooting at the middle.



## 22. SHIELD VIPER (4913)

Initially it looks similar to the Jetsripper, until it splits up! Use the homing weapon and keep aiming for the head. Just keep avoiding the floating body bits and when it releases its flame thrower, stay ahead of it. If it catches you, block to release energy pods.





## 20. SEVEN FORCE (2878)

Another Gunstar Heroes boss. This time it's the whole Seven Force remixed to be harder than ever. This is where the game gets ridiculously hard.

### VALKYRIE FORCE:

This boss is similar to XI Tiger. Stay out of its range and shoot. When you get too close, it stabs with its foot. Keep away and it throws its boomerang. Now just ZT behind it and shoot at its head. Homing Force is best here.

### MEDUSA FORCE:

Stay ahead of the boss, shooting back at it. Collect energy pods and ZT through it when your energy is at its maximum. Experts should be able to ZT through it, collect another pod and ZT back a number of times. Avoiding bombs and the boss should be easy for you by now, but if you get into trouble just stay away from the boss until more energy pods turn up. Homing Force is best.

### SYLPHED FORCE:

This boss blocks if you shoot too blatantly at it. Stay left and face away. When the boss lowers its guard and punches you can get two hits in. One before the punch, one after. Use Lancer Force and it doesn't take long.

### ARTEMIS FORCE:

Patience and stamina are required here. When the boss leaps forward, ZT behind it and shoot at the tail. When it backflips twice, it fires a blast forward. Block this to reveal energy. Keep repeating this technique.

### SIRENE FORCE:

The toughest of the Seven Force. Floating around, this boss releases loads of bombs. Just stay out of the reach of its arms, shooting at its centre. Blocking the bombs sometimes releases energy, but it's pretty tricky. Also, flame-based weapons, including the fiery ZT don't work underwater.



## 23. WOLFGUNBLOOD/ GAROPA (2852)

Obviously you want to stay away from this boss' hooves. Watch for when his gun sparks, as he's going to fire. ZT left and right to stay away from the blast. Look out for the "!!!" as it means some barriers are about to appear. If the horse ducks, it means the barriers are going to be overhead. The best time to attack is when the boss is avoiding the barriers. Just stay behind it and shoot.



## 24. MISSIRAY (7406)

The trick here is to start shooting either up or down (depending on whether the boss is above or below you) and then manoeuvring. Once shooting, you can move left, right, up and down without changing the direction of your shot, enabling you to concentrate on avoiding any attacks whilst fighting. Aim for the centre of the boss. Once it start moving it's indestructible, so concentrate on not getting hit by it. There's very little time to beat this boss, so be quick.



## 25. Z-LEO (5289)



At last, the final boss! He might look virtually indestructible, but he's easier than you'd think. For a start he can only be injured by an empty weapon, so offload your gun before facing him. His worst weapon is his machine gun, which is near fatal. Just watch his gun arm and stand behind it. Make sure you only aim left or right though, because for some reason, if you do this his flame throw attack comes out in a huge circle that's easy to dodge. If you shoot upwards, his flame hits you square on. Just keep shooting at his face and he soon weakens. As a last attempt he normally throws your platform in the air. Just ZT left and right as you're coming down, to avoid the laser blasts, and then shoot him when you land. Keep it up and you've won!

## ACTION REPLAY

Just in case you're a completely hopeless case who can't even beat each boss with all the passwords and the techniques, here's an Action Replay code that makes you invulnerable. FFA21 60002



# WELCOME TO THE COMIX ZONE

SHOWCASE

**Newer York City is in ruins.** Mutes are loose all over the deceased district, and the police have been called in to help.

Unfortunately, someone's tried to assassinate them and top dog

General Alissa has been drafted in to sort out the terrible carnage. But with her right hand man Tobol brutally murdered, and the man behind the operation, bad man Mortus, more evil than a wet weekend with Jeremy Beadle, she's in

desperate need of a sure shot partner. And before you ask, no, it's not the plot for the next Judge Dredd film, it's Comix Zone on the Megadrive. **SAM HICKMAN** is your war correspondent.



Now, as our more regular readers will know, at SEGA MAGAZINE, we're rather partial to the odd comic or two. And every time a comic gets converted to the Megadrive, we get all excited, thinking that finally, there's going to be a game that does justice to the painstakingly brilliant artwork and intricate storylines of real comics. However, by and large, this doesn't happen. What you usually get is a formula platform game where the characters look like their counterparts, but are actually nothing like them. Which is why we were so surprised with Comix Zone. Although it's not based on any famous comic licenses, it's one of the most impressive looking (and playing) games we've seen for ages. And why is that, pray tell? Well, read on...



▲ Pretty cool guy, huh?



▲ Use the knife, godammit!



▲ Orbs of pleasure? not?



COMIX  
ZONE

m e



NEW YORK CITY, PRESENT DAY





## ROAD KILL

Hey, every cool dude has to have some kind of strange pet, right? Well, in real life, Sketch has a pet rat called Roadkill, who he rescued from a gory and untimely death on the freeway. Roadkill has been transported to the comic realm too, and after being freed from captivity in one of the panels, is on hand to help Sketch out. His speciality is tracing down power ups and energy bottles hidden behind the panels (which he tears out at appropriate points), but he can give the opposition a nasty bite and sometimes helps to solve puzzles too. Remember to pick him up after you've used him though, otherwise he'll just go wandering off on his own, and you'll lose him until either a few panels later, or the end of the level.



▲ Don't forget to pick him up whenever you don't need him. >

## HEY, LIKE, COMICS. COOL, MAN.

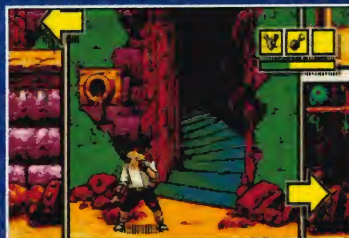
Sketch Turner is just a normal kind of guy. He likes iced tea (no, not Ice-T), being a cool Californian dude and drawing comics in his spare time. And fair enough, right? Er, right. But one stormy night, things take a turn for the decidedly unexpected. Horror of horrors, Mortus, the evil character in the strip he's drawing comes to life. You know, just like in Frankenstein. Anyway, funnily enough, he doesn't destroy Sketch straight away. He has a bit of a moan about being an evil character in a comic and mentions getting revenge, then he transports Sketch into the comic and sets about drawing his own strip. There's no immediate plot as such, but the story unfolds as Sketch leaps from panel to panel.

## ALL BORN SINNERS

As it turns out, there's a much more sinister plan afoot. After the great meteor disaster of 1998, the survivors engaged in a huge battle for the remaining land. Thousands of people were killed and it was soon realised that going to war was completely futile. So, all the countries decided to come together in peace, and were ruled by a general governing body. And everything was fine. Until people started getting dissatisfied with their lot, that is. One gang in particular decided that they were going to overthrow the existing government and began to target certain countries for attack. Places like New Zealand. And Tibet (are they mad?). Surprisingly enough, the ruling bods don't want to see another war, but instead of quashing the rebels immediately, they decide to just let them be, hoping that the whole sorry mess will sort itself out. General Alissa knows better though - she's all for blasting the blighters into orbit, and as soon as she sees that evil Mortus is responsible for the mess, she recruits a new partner and begins her mission. And who better to help her than one Sketch Turner...



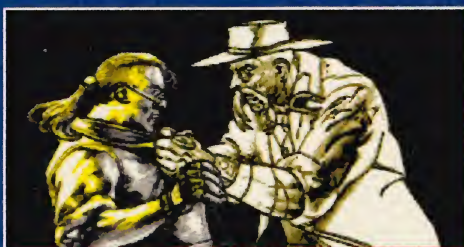


COMIX  
ZONE

▲ Left or right, the choice is yours.

BAD MAN  
MORTUS

Mortus was originally created in one of Sketch Turner's comic strips. Unfortunately, he's managed to come to life in a Back to the Future-style thunderstorm and has decided to get revenge on Sketch for the evil doings he made him execute in the comic realms. For a start, every mute in the story has turned against Sketch, and there's plenty of evil level guards and dastardly traps to contend with too. And to add to it all, Mortus also wants to take over the world, kill General Alissa, and generally be a very nasty person. Just look at him, eh – look at that moustache positively curling up with anticipation of satanic deeds. Frightening.



## P-P-PUPPY POWER!

There's not much point in being a hero in a comic unless you have some kind of superhero abilities. Let's face it, it would make pretty boring reading if all the main man could do is land the occasional punch on mutant enemies. So, although Sketch is a pretty normal human being most of the time, if he accesses his super-power, he can rip up the page of the comic he's standing in, and completely obliterate all the enemies that happen to be in the vicinity. All of them, that is, except for the level bosses who will just take a small dent in power. Still, this option will really get you out of trouble when you need it, and of course, you get to see Sketch in his ridiculous underpants-on-the-outside superhero garb too.



## NOOO...MY BAAY-BIES!

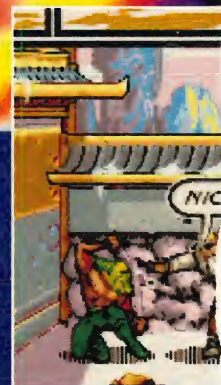
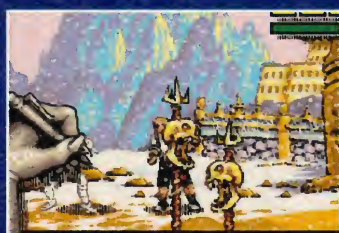
So, after landing head first into the comic, Sketch is at a bit of a loss for what to do next. It seems that although General Alissa handpicked Sketch as her partner for the mission, it doesn't look like she's going to help him much. Instead, she just sits around, dishing out orders and looking out over the top of her sunglasses. She also watches the action via her special action man transmitter. After picking up a few supplies for his journey, Sketch is off. No sooner has he jumped through to the next panel, the enemies leap on to him. And that's where he discovers that he's actually pretty handy in a fight. Yup, just like in Streets of Rage 3, Sketch can punch, kick and roundhouse his foes into submission, and use all of the moves together for killer combos. Plus, he can use the items that he's picked up for extra power – he can chuck knives, lay bombs, throw grenades and even change into a superhero if he feels the need. While he's fighting his way through the level, a strange plot unfolds. It seems as though the mutants are trying to protect someone – or something. And as Sketch makes his way down into the very bottom panels, he discovers that mutant insects are being bred to feed hungry infant monsters. Also, the mother is on the prowl too, and after Sketch kills all of her babies, she's not exactly happy with him. Luckily, with his nifty fighting skills and a bit of old-fashioned puzzle solving, she doesn't stick around for too long.



STYX THE MONK

MUTANT

PELAGUS



▲ Don't kick the boxes underneath. They're full of explosives, you see.

## SEE THE SIGHTS!

After an exhausting first episode, Sketch finds himself straight back in the hotseat. Literally that is. You see, he finds himself lost in Tibet of all places. And if they're not being victimised by one fascist regime, they're being victimised by another. However, it seems as though the governing body in the comic realm is even more evil than the one in real life. Yes, you've guessed it, Mortus has sent his cronies halfway across the world to persecute poor Sketch, and they're even more fierce than in the first episode. This time they're armed with sticks, maces, and some of them can even breathe fire. What's more, all the items picked up in previous levels are useless, and apart from Roadkill, Sketch has to build up his inventory again. Luckily, there's many more hidden items in this level, and if Roadkill is released for a while, he'll track them down. There's more puzzles in this level too, and unfortunately, attempting to punch your way through the level isn't going to work, as you're going to need every bit of energy you can conserve. For a start, the mute food encountered in level one has sprouted wings, and decides to take a few chunks out of your chest. Then Sketch stumbles across a warrior training ground. Of course, he's required to prove his worth in the fighting arena and is promptly faced with hordes of budding young warriors – all armed and all completely dangerous.

It's here where the game begins to get really tricky. Lose, one bit of energy, and you'll be paying for it later on. Lose a life, and you're in big trouble. You do get one continue of you manage to get past the first level, but otherwise, it's back to the beginning of the game. There's no passwords, no restart points, nothing.

## SENSEI SAY YES!

After defeating all the warriors, the Sensei decides that Sketch is noble enough to go free, and drops a few hints about an evil warrior temple being in the area. Could the warriors have anything to do with Mortus? Is Mortus in hiding at the temple? All is revealed in the third chapter of the comic...

## B-BUT IT'S ALL TOO REAL!

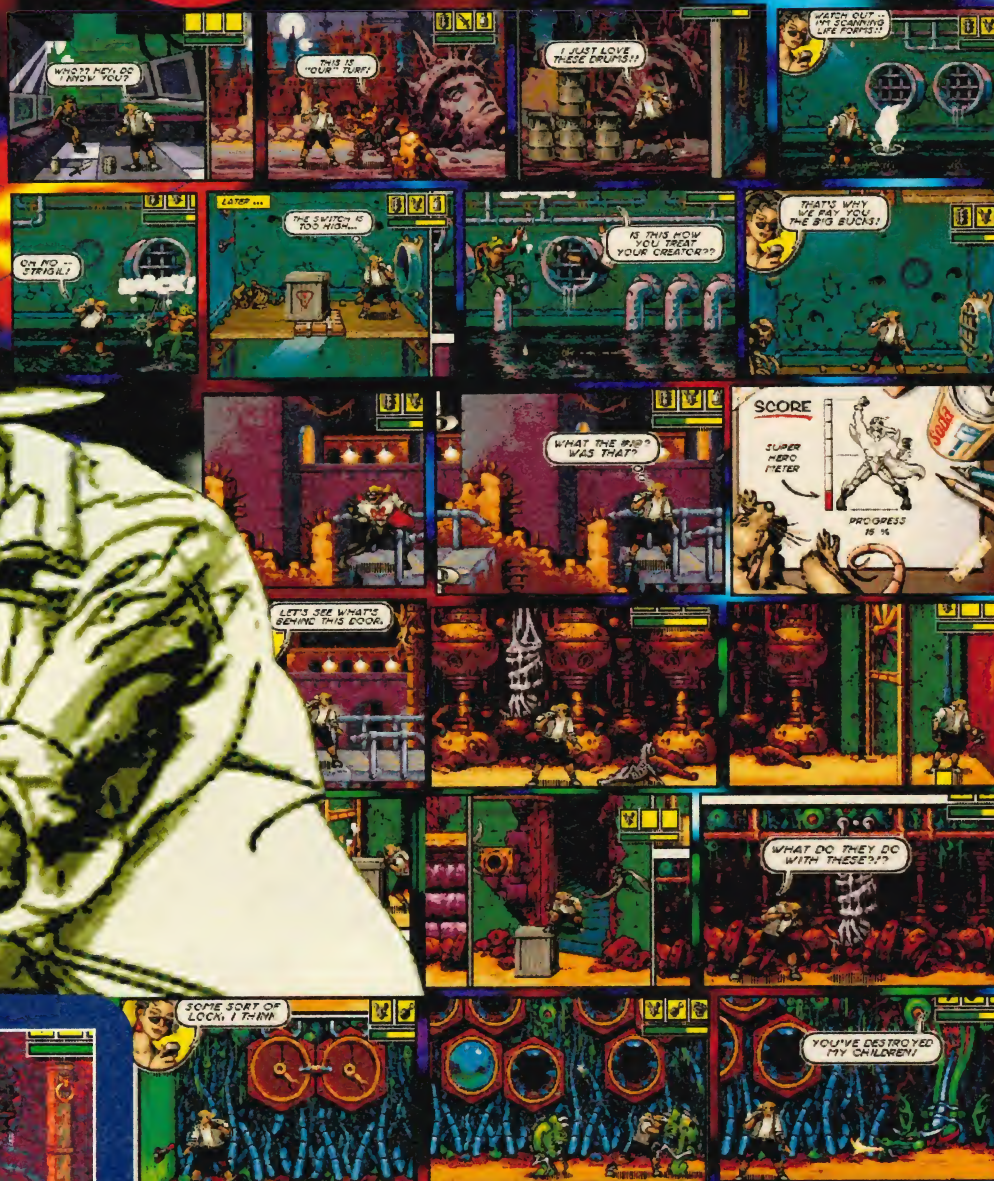
On the way to the temple Sketch finds himself burrowing deeper and deeper into the earth. And we all know what kind of nasty things lurk under the earth's crust. Things like this huge monsters with multiple heads. The trouble is, even after Sketch has exterminated its array of noggins, the beastie's gigantic jaws are waiting to snap Sketch up when he reaches the bottom of the pit. Tricky stuff indeed.





## MONGORIA

## COMIX ZONE



▲ Eeek! It's the temple master.



## G'DAY MATE!

And where are we this time? Looks like New Zealand. Only it's a New Zealand that's never been seen before. Once again, it's full of shape-shifting mutants, and they immediately attempt to prevent Sketch from reaching the Temple Master. The monsters are bigger and badder than ever before and even include huge man eating Venus fly traps. Energy is very thin on the ground too. But, if you manage to burrow through the earth's crust, you'll eventually meet the temple master - a huge evil wizard who can combine the elements of the earth to launch killer attacks on Sketch. And of course, you'll have to defeat him too, because the adventure isn't over yet. Not by a long shot - you still have to face Mortus for the final showdown in the sixth level...

BUT YOU REALLY DIDN'T EXPECT US TO SHOW YOU THAT DID YOU? OH NO, YOU'LL HAVE TO PLAY IT FOR YOURSELF WHEN IT'S RELEASED IN SEPTEMBER. IN THE MEANTIME, COMIX ZONE IS REVIEWED ON PAGE 84.

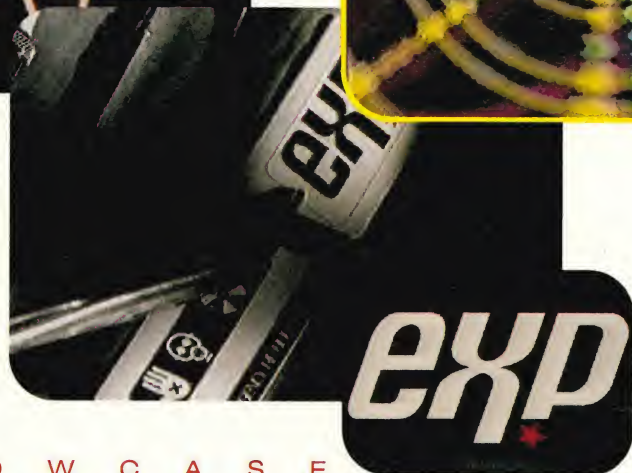
SEGA

SEGA

77



**Anyone who's** seen a 3DO in action will no doubt remember the rather brilliant graphics package that can be accessed when music CDs are bunged into the drive. Swirling polygons, fractals and hypnotic bubbly things are all part of its repertoire, and it's certainly something that will impress mates in a post-pub Saturday night sesh back at your place. And now, if you own a Mega-CD, you too will have a chance to possess this veritable babe magnet package and even give people the impression that you are not in fact a no mates games-player, but an ultra cool DJ from outer space.



S H O W C A S E



▲ She's got really long fingers.



# flux

Luckily, the people behind the Flux program, aren't just in the game for a few quick bucks. Nope, they were first established in 1991, when head honcho Graham Brown Martin decided it was about time that the music industry and the technology industry became more closely related. His first finished product was the Video for New Order's 1992 World Cup song, World In Motion. He then joined forces with other creative types under the umbrella name Exp and went on to create an interactive CD for Nine Inch Nails, provided light shows for the Orb's live set, was responsible for plenty of CDI and CD-Rom projects and even established a couple of record labels in the process.

Of course, this has put Exp in the perfect position to exploit everyone's favourite underachiever, the Mega-CD. Knowing that the machine was capable of much more than wrinkly platform games, the team behind Flux, Exp, decided to do something about it. Late last year, they began working on an interactive graphics for the system, and the initial results are pretty staggering. The application was recently showcased at both Glastonbury and Phoenix festivals where it was used to beef up the lights on the Megadog dance stage.

## SO HOW DOES IT WORK THEN?

Well, it's pretty simple really. Flux comes on cartridge format, which obviously plugs into your Megadrive cartridge slot. Then, all you have to do is play a normal CD in the Mega-CD drive, and away ye go! Full-on bedroom trance! There's 25 different patterns in all, and the Flux program selects them randomly depending on the music you play - the graphics react to the music's bass levels, and the visuals change accordingly. Naturally, the graphics really come in to their own when accompanied by dance music, but you can play it with anything you like, even Take That. We wouldn't recommend it though. What's even better about the program is that by linking up your Mega-CD to a VCR, you can record your own music videos!

## NOW AVAILABLE IN LIMITED EDITION ONLY!

Yup, Flux will only be released for a limited amount of time from August 28 onwards. There'll be plenty more Flux/Exp products in the future though, including a special edition CD which will be released simultaneously with the cartridge. Featuring classic house tracks such as Voodoo Ray and Stakker, plus more up to date techno, the compilation album was handpicked by the Exp team to compliment Flux perfectly. So you'll be wanting that then, won't you.

LOOK OUT FOR THE REVIEW OF FLUX IN NEXT MONTH'S ISSUE.



SEGA  
MEGA DRIVE

▲ Bubbles!

SEGA

SEGA

79



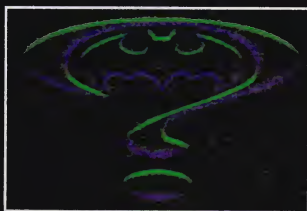
**The summer's** biggest blockbusters have already been unleashed on the public, and a distinct two-horse race has been established between *Batman Forever* and *Judge Dredd*. Who's going to win? Well, we'd put our money on *Batman*, but game developers Acclaim don't care who comes out on top. They already have the game licences for both titles you see...

# WHO'S AFRAID

## OF THE

S H O W C A S E

# BIG BLA BAT



In some ways, *Batman* is the surprise hit of the year. Although it was bound to be successful in terms of finance, previous *Batman* films have been somewhat disappointing as far as action went. But this time, things were different. It's been out for less than a month and already it's broken all box office records. Plus, despite some rather harsh reviews, everyone we know who's seen it, loves it. What's more, there's a game conversion on the way, and that's looking pretty hot too.

Where the game version of *Judge Dredd* was a bit of predictable affair, game developers Probe have tried to come up with something a bit different for *Batman Forever*. In fact, they started working on the game before the movie even went into production, and to make sure they got things just right, they spent millions on a new development studio in America.

So, what's all this new technology business all about? Well, it's pretty simple really, although it's something that you'd expect to see on the Saturn rather than the humble 16 bit. It utilises the much-banded about term Motion capture. What's that? It's a method used to get the utmost realism out of gaming sprites. Simply take one actor, get him/her to dress up in superhero costume. Film from all angles executing punches, kicks and the likes, then bung all the data through a Silicon Graphics workstation. The result is a perfect 3D model of the chosen character. And as well as being realistic, it saves loads of time for stress-bitten programmers, as they can reuse the animation frames instead of drawing everything from scratch. And just for a measure of the power of the machines we're talking about here, a full 3D model of a person's head would take just 30 seconds to recreate!



▲ Ray tracing...



▲ Big cheese puffs...



▲ and a distressed Ronnie McDonald.





▲ That's Spice. I think.

CK?  
?



▲ Creeping on tippy toe won't fool the bat. Not a bit.





## STOP MESSING WITH MY MIND!

Naturally, Val, Jim, Tommy and Nicole were a bit busy acting when Acclaim were putting their game together. But, luckily, this didn't leave the developers in too much of a spot when it came to recreating the characters anyway. You see, being lazy actor types the cast couldn't be bothered to do their own stunts in real life, so Acclaim simply drafted in the film's stunt men to play the star's parts. And seeing as most of the characters have masks or hideous faces anyway, this wasn't such a great loss. All the real costumes have been used though, as have most of the movie sets - Acclaim had their very own camera crew present on shooting days, and have consulted with the film's director and Warner Brothers countless times. Even at this early stage in the game, it has to be said that it certainly looks the part.

## AARGH! YOU KILMER!

And, if the game's plot is anything to go by, it should play pretty well too. Instead of plumping for the easy roll 'em out platform option, *Batman forever* is a beat 'em up. A beat 'em up platformer, that is. Still, at least it follows the movie's storyline, with Batman called in to save Gotham City from the clutches of two-face and the Riddler. Robin can also be found around the middle of the game and from then on is on hand to help Batman when he gets in a spot of bother. Probe have added in their own enemies too, and the game can also be played in a one on one beat 'em up mode where Batman has to face each dastardly foe in turn. Alternatively he can team up with the boy wonder (that's Robin, dummy) for a bit of high spirited baddy bashing camaraderie. And if you're thinking that Batman can't really be Batman without a gadget or two, Acclaim have included loads of weapons and power ups, including partial weapons which can be put together by Batman once he's found all of the components.

## FOREVER IS A LONG TIME

Not only are the backgrounds in the game taken from the movie, all of the in-game graphics have been ray traced and the Megadrive's capabilities have really been pushed to the limit as far as visuals go. And although the capabilities of a sophisticated Silicon Graphics workstation go a long way in doing the programmers' work for them, the amount of time taken to render the game's backgrounds is phenomenal. Still, it should be worth the wait.

## IN THE FILM TOO!

Yep, Acclaim's special effects were deemed so worthy, that Warner Brothers even decided to use them in the *Batman Forever* movie. However, they're still being pretty cagey about releasing the details of work they undertook for the film. Still, we managed to wheedle it out of them that their motion capture technique was used in the scene where Batman leaps from the top of a building and swoops down to the streets hundreds of feet below. It's also rumoured that Acclaim were employed to recreate some of the movie's computer



▲ It's the bat watch!



▲ Yoo-hoo. He's over here!



▲ Sadly, this isn't in the game.



▲ Anyone for another fried egg?



▲ Two Face having a bad hair day.



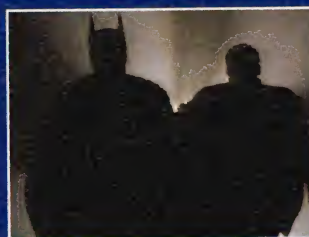
▲ Stuntmen being filmed for the *Batman Forever* game, Using the latest in Motion Capture techniques.







▲ "No, I'm not talking to you until you apologise."



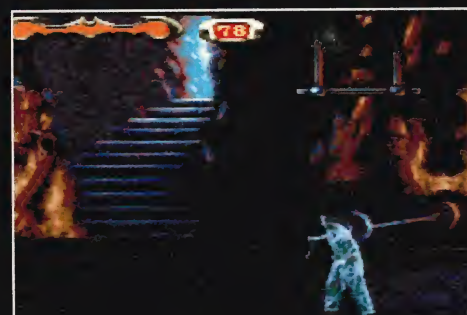
▲ Batters with Robin. On a mission.



▲ Acclaim did this bit in the film.



▲ A baddy on roller skates.



▲ Look at him lifting those weights. That's sheer strength you know.

generated backgrounds, and that actor's faces were superimposed on to stuntmen's to add a more realistic to the film.

## IT'S BAT-TASTIC!

Haven't seen the film yet? Well, far be it from us to say that you are very sad indeed, but never mind - here's a bit about the plot. Now get thee to a cinema.

The film sees an awe stricken Edward Nygma desperate to impress Bruce Wayne with his invention which beams TV waves directly into the brain. Of course, the invention gets completely out of control and Edward discovers that he can absorb power from other people's brains. He reinvents himself as the Riddler and goes on a mission to outdo Bruce in every way and hopefully get his attention. On the way he teams up with Two-Face, a top lawyer previously known as Harvey Dent - a hideously deformed character who is hell bent on destroying Batman. The pair set about purloining the collective brain waves of Gotham City in a bid to destroy both Batman and entice Bruce Wayne. Little do they know that he is one and the same. Of course, there's a bit of a love interest too - Bruce falls in love with psychologist Chase Meridian, who strangely enough, is similarly in love with Batman. And to top it all off, Batman takes Robin under his wing (groan) and the young hoodlum gets them into all kinds of trouble...

Yipes! Can Batman and the Boy Wonder save Gotham City from the clutches of two face and his trickster pal the Riddler? Will Bruce boy ever get to spend the night with Chase Meridian? Or is this all going to be another platforming travesty for gamers worldwide? Tune in to our next episode where we shall surely give you our verdict.





# COMIX



▲ A super-punch in action!

## INFO



MEGA DRIVE

BY:  
**SEGA**

PRICE:  
**£44.99**

RELEASE:  
**SEPTEMBER**

STYLE:  
**BEAT 'EM UP**

PLAYERS:  
**1**

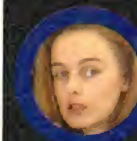
CONTROLS:  
**JOYPAD**

CONTINUES:  
**1**



## COMMENT

**SAM HICKMAN**



I must admit that when I first saw Comix Zone a few months ago, I wasn't that impressed. I thought it was a thinly disguised Streets of Rage clone with a few nice graphics bunged over the top. But after actually playing a finished version, I have to say I'm a changed man (to coin a phrase). The gameplay is ultra slick and as it's split up into panels (just like a comic) you don't get fed up of the repetitive gameplay. In fact the only slightly annoying feature is that every time you die, you have to go right back to the beginning of the level. But apart from that, this is far and away the best Megadrive title we've seen in months.

## COMMENT

**TOM GUISE**



A top-notch game from Sega America? Incredible! But there's no doubt that Comix Zone is a brilliant piece of software. The graphics are excellent (drawn by a proper comic book artist I suspect), the sound, especially the fighting effects, are great and the idea of having each level layed out like a comic page works perfectly. Best of all though, this is the best Megadrive beat 'em up I've played since Streets Of Rage 3. Only six levels, but six of the best. Love it.



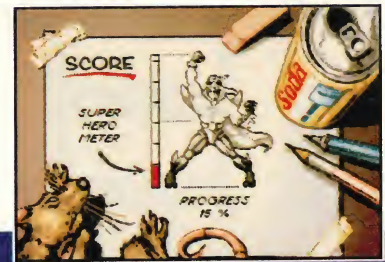
**W**ith all the Saturn activity in the media at the moment, you'd be forgiven for thinking that Sega have forgotten all about the humble Megadrive. However, nothing could be further from the truth. There's loads of top titles on the way, and there's even an original idea or two to be found. As is illustrated rather nicely in their latest 16-bitter, **Comix Zone**.

In fact, **Comix Zone** rates rather highly in the originality department. Even in these times of next generation machines and astounding new gameplay, Sega could still have plumped for the easy option and churned out another recipe platformer. And it still would have sold fairly well. But they didn't. They decided to employ the talents of Sega's Technical Institute in America instead, and they came up with the concept for **Comix Zone** - a fast paced, Streets of Rage style game set in a comic book. Doesn't sound too interesting? Well, too bad, because it is. Taking on the persona of comic artist Sketch Turner, you become sucked into your own comic and are called upon to destroy all your monster creations. The action takes place panel-by-panel, just like it would in a comic, and to progress through the level, you have to destroy all of the enemies. There's plenty of comic dialogue too and

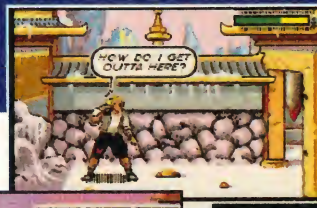
there's even a few puzzles, which with the aid of pet rat Roadkill, can be solved without too much trouble. Plus, just to add to the game's depth, there's a wealth of special moves to master, and some pretty huge end-of-level bosses too.

Graphically, it's not completely amazing, but it is very slick and there's plenty of variation between bad-dies which is something often lacking in these types of games. Oh, and it's all really fast-paced, split up perfectly into bite-sized chunks, and above everything else it's just really good fun.

SEGA



▲ The presentation in **Comix Zone** is quite superb, cleverly playing on the 'trapped in a comic page' theme. Here, your score is crayoned onto a black and white page.



▲ There's plenty of speech bubbles detailing the plot as it unfolds. However, just like an authentic comic book plot, it's quite confusing and not very important. Get on with the fighting.

## REVIEW

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### Presentation:

Absolutely superb. The comic-style plot gives plenty of opportunity for loads of inter-level story and it's all really slick too.

89

### Graphics:

Nothing exactly ground breaking, but it all looks very polished and the sprite animation is particularly well done.

88

### Sound:

Loads of tunes to choose from which goes some way in preventing that awful "can't take it any more" Megadrive music syndrome. Excellent combat sound-effects.

90

### Playability:

Because the action is broken up into small sections, the game becomes more playable, plus top beat 'em up action adds to the proceedings.

86

### Challenge:

Really difficult at first, although it has a speedy learning curve.

85

### Lastability:

Will last for a fair while, as it's not over generous in the extra-life/bonus department.

90

### Overall:

So slick, it can hardly be faulted. A definite must-have for all Megadrive owners.

SEGA



# DEMOLITION

**P**icture this: a film set some time in the future. Sylvester Stallone as a futuristic cop. With him he has a female sidekick. He also has access to fantastic guns and a really smart police vehicle, and he is pitched against a genetically-altered nemesis. Familiar? Nope, it isn't Judge Dredd, it's the one he did before that: **Demolition Man** — the latest movie licence from Acclaim.

The Demolition Man game history has seen it pass through more hands than a sweaty snake dripped in oil. First of all, Virgin had it, then it went away for a while and there were rumours of Ocean having it, followed by Sony Imagesoft, then all of a sudden it appears on Acclaim's release schedule. And here it is. Now, after the likes of Alien 3, Judge Dredd and Stargate (spelling intentional), you could hardly be blamed for expecting another left-to-right shoot 'em up which a driving bit. And that's what you get. Partly. Yep, whilst Demolition Man does indeed have the very tried and trusted

'run and shoot' bits, it also has a top-down viewed bits, puzzles and vertically-scrolling stages. It's a bit like a 'Best Of Acclaim' compilation, with a little bit of Dredd, a hint of Alien 3 and a smattering of True Lies.

If you haven't seen the film, basically Sylvester Stallone plays a cop called John Spartan, who patrols a war torn LA of 1996. His arch-foe, Simon Phoenix (Wesley Snipes), has holed himself up in a huge building with a load of hostages and is planning to hold them to ransom. As Spartan goes in to rescue them, though, Phoenix torches the place. Eventually, Phoenix is caught and sentenced to be cryogenically-imprisoned, but before he is taken away he tells the court that Spartan killed the hostages in his pursuit of him. Spartan is frozen, too, and both are sentenced to several hundred years. Until Phoenix is released by a powerful ally in a bizarre LA of 2036 — and goes on a wrecking spree only Spartan can prevent. Thus, with Spartan defrosted, the game begins...

SEGA

## INFO



MEGA DRIVE

**BY:**  
**ACCLAIM**

**PRICE:**  
**£44.95**

**RELEASE:**  
**SEPTEMBER**

**STYLE:**  
**PLATFORM/SHOOT 'EM UP**

**PLAYERS:**  
**1**

**CONTROLS:**  
**JOYPAD**

**CONTINUES:**  
**THREE**



## COMMENT

**TOM GUISE**

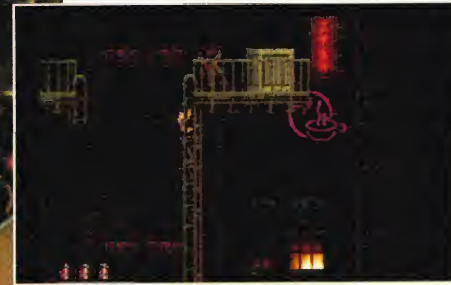
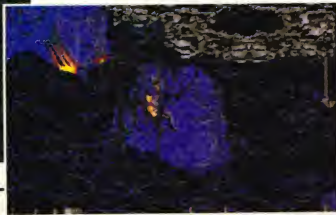


What a turn up for the books. When Virgin rejected this game over a year ago, I didn't think we'd see hide nor hair of it ever again. And at the time, I wasn't really bothered because the game wasn't up to much anyway.

However, Acclaim have managed to turn the game around and the result is pretty impressive. There's plenty of variation in between the levels and the whole adventure is really fast-paced — plus it's all really enjoyable too. Honestly, don't be put off by the bad press in the past, because this is the best platformer I've played in ages.



MAN



▲ Tea. Now there's an idea.



▲ Sly plays sardines.



## COMMENT

SAM HICKMAN



Whilst Acclaim have delivered what seems to be the almost obligatory platform game, it has to be said that Demolition Man is far more playable than the likes of Dredd and Stargate. Basically, it all comes down to speed and variety. The Stallone sprite fair tears across the landscapes, picking off baddies as he does so. Not only that, but he also bungees into danger, uses a death slide and takes out bosses with his grenade supply. Similarly, when the action isn't viewed from the side, it takes the form of a much faster version of True Lies, with loads to kill and collect — and at twice the speed of the Arnie licence. Basically, Demolition Man is like a 'Best Of Acclaim' collection, with all the sub-levels far better than some of the full-priced stuff they've released in the past. A bit of a surprise, but a welcome one.



▲ He'll never spot me here. No way.

## REVIEW

77

**Presentation:**

Intermission screen, and more than enough options. It'll do.

82

**Graphics:**

Familiar looking sprites, but a good variety of backdrops — the overhead levels are particularly impressive.

71

**Sound:**

Adequate tunes, minimal effects. A few nice samples, though: 'Be happy citizen...'

55

**Playability:**

Immediately playable. A fast, furious and overall fun blast. Plenty to blow away.

85

**Challenge:**

Loads of stages, three difficulty levels — more than enough. The Phoenix bosses are tough, too.

84

**Lastability:**

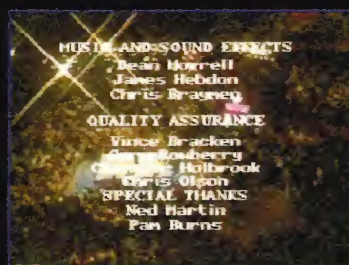
Fast enough to warrant future plays, even if you manage to complete it.

86

**Overall:**

A real surprise. Nothing new, but faster and far more playable than its Dredd and Stargate stablemates. A good, solid blast.



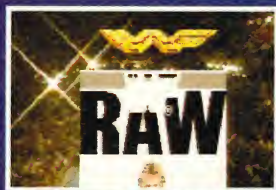


## WORLD WRESTLING FEDERATION



## WRESTLING'S RUDEST AND ROUGHEST!

### INFO

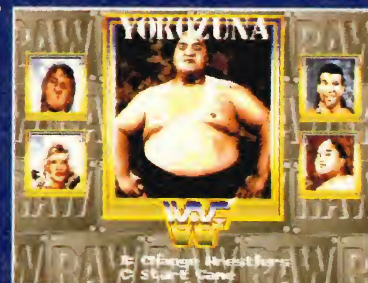
MEGA DRIVE  
32XBY:  
**ACCLAIM**PRICE:  
**£18.95**RELEASE:  
**SEPTEMBER**STYLE:  
**WRESTLING**PLAYERS:  
**1-4**CONTROL:  
**JOYPAD**CONTINUES:  
**N/A**

**P**ut your best long johns on, lose all your hair overnight, get a glow in the dark tan and stick your belly right out. Why? Why not - after all, what else can you do when a new wrestling game appears on the 32X?

Although it doesn't have a very big profile in this country, wrestling games seem to be hugely popular on console. And to be brutally honest, it's not like they're full of innovative gameplay or anything. Nope, it's just big bellies, sloshing themselves all around the ring, looking incredibly silly. Still, each to their own. WWF Raw first turned up a couple of months ago on the Megadrive and received fairly okay-ish reviews, but really, it was a game that would only appeal to wrestling freaks who actually pay to see their heroes in real life. As you'd expect, the 32X version is pretty much the same, with marginally improved graphics and slightly better sound, although the gameplay remains exactly the same. Which isn't much good if you already own the original, but a marginally better choice than the Megadrive version of you don't. So, just in case you've never heard of wrestling or what it involves before, let us put you in the picture. Loads of wrestlers to choose from, tournament bouts, special moves, tag teams, multi-players modes - it's all in there. And it's a pretty good representation of the real thing too. The only problem with it really, is that it's only going to appeal to a limited number of people - wrestling fans, and younger gamers.



▲ Oh my god. You know, this guy actually has a fan club, and women drool all over him. Can you believe it?



SEGA



## COMMENT

**TOM GUISE**



Although WWF games are okay in theory, they've never been much fun to actually play. You never really feel as if you're in control of the action, and at the risk of sounding like a philistine, all the fights seem the same. Although this is essentially a beat 'em up, I can't see beat 'em up fans enjoying it very much, mainly because of the subject matter. Still, it should appeal to younger players, and for them, this is probably a fun-packed game. It's just not very new or exciting.



▲ They look like rollerbladers. And she has her pants around her ankles.



▲ I didn't know Nigel Kennedy was a fan of WWF.



▲ I feel like Chicken tonight.



## RATINGS

**68**

### Presentation:

The usual. Intro screens, winner screens and the likes. Pretty average stuff.

**72**

### Graphics:

Better than the Megadrive version (slightly), although overall, it's not mighty impressive. Just quite nice.

**70**

### Sound:

Growly voice samples and spindly music to match.

**55**

### Challenge:

Quite difficult, but only because getting the hang of some of the moves is a bit tricky.

**74**

### Playability:

Pretty playable actually, and it's quite good fun too. Unfortunately, it will probably only have limited appeal.

**69**

### Lastability:

If you're a fan of this genre, no doubt it will last for ages. For everyone else though it will become tiresome rather quickly.

**71**

### Overall:

Will appeal to fans of these types of games, but everyone else may find it a bit tedious.

## COMMENT

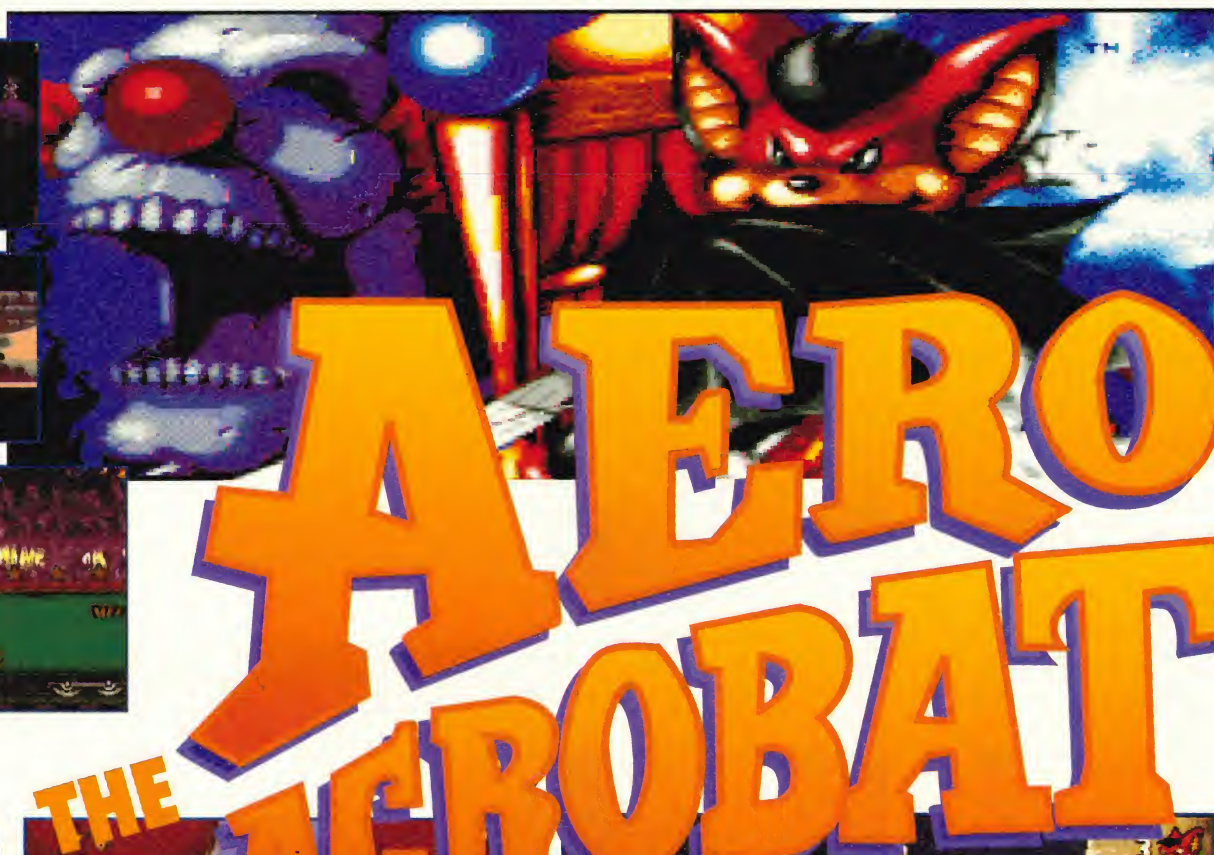
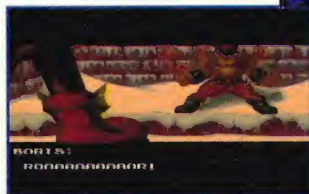
**SAM HICKMAN**



There's nothing actually wrong with this game. It does the job imitating sad fat blokes wrestling really well, and it includes all of their trademarks and everything. It's just that I'm not really very interested in wrestling, and this game doesn't do much to entice me into the sport. Plus, I've seen loads of these types of wrestling games over the years, and they're always the flipping same. Sorry, but I just don't like it very much. At all.







## INFO



MEGA DRIVE

**BY:**  
**SUN SOFT**

**PRICE:**  
**£44.95**

**RELEASE:**  
**OUT NOW**

**STYLE:**  
**PLATFORM**

**PLAYERS:**  
**1**

**CONTROLS:**  
**JOYPAD**

**CONTINUES:**  
**FIVE**



**I**n a land where video games are real, you can bet there are the sprite equivalent to winos. Whereas the Pamela Andersons and Arnie Schwarzeneggers of the game world are Pai and Jacky out of Virtua Fighting, the washed up bums are the likes of Road Runner, Asterix and, of course, the knight hero of Dark Castle.

As they clutch their bottles of Vim and moan about how life robbed them of their chances, another hero lies on his crusty mattress, picking fleas from his vest and moaning how, some day, he'll get a second chance. Granted, this second chance doesn't always rescue a game career — and Asterix is the perfect example — but every wino sprite hopes for a second bite of the cherry, so they can emulate Sonic's success.

Now fame has looked favourably at Sunsoft's non-starter, Aero The Acrobat. Despite thwarting the evil Ektor's plans in the first game, Aero hardly set the gaming world alight. Now, however, Ektor is back, and only one hero can stop him — Aero. So his cape is washed and scrubbed up quite well considering Aero had been sleeping in it, and his diving skills practised until he was the derring-doer of the first game. So, game fans, are we willing to give Aero a better crack of the whip this time? Read on...



**BATASHA:**  
**ER, HELP ME, PLEASE!**

★ Well, hellooooo. Actually, Batasha looks a bit like Michelle Pfeiffer. Sort of. In the right light.



SEGA





▲ Yes Aero, we have seen your amazing swoop dive before. Now stop showing off.



## RATINGS

### Presentation:

Colourful levels, and plenty of them. Sub-games galore — but nothing that hasn't been done countless times before.

79

### Graphics:

Plenty to see, loads of cutesy sprites. Nothing ground-breaking, but hardly shoddy.

83

### Sound:

More dinky tunes than an hour of Kid's TV. But the effects are instantly forgettable.

73

### Challenge

There's plenty there, but it's all so samey boredom sets in after the third world.

76

### Playability:

Immediately playable, and Aero's dive attack is still a very workable idea.

81

### Lastability:

A fair enough lasting battle, but more incentives and variety are needed.

77

### Overall:

Average is the perfect word for this. Nothing new, nothing awful. But that hardly constitutes a 'must buy.' Too familiar by half...

76

## COMMENT

### TOM GUISE



There comes a time when every bat should just hang up his cape and just lie back and enjoy his twilight years. But this one just won't go away. And it's not like his first attempt was any good either. As far as I'm concerned, this is just more of the same dribble, and to be honest, it doesn't really deserve to be on the Megadrive — in fact it amazes me that the company think that they can make any money out of it at all. Look, I've just spent a day playing this, which is okay, because I get paid for it. But you'll have to go and spend about £40 for the pleasure, and it just isn't worth it.

## COMMENT

### SAM HICKMAN



Although the main character in this title isn't as strong as say, Sonic or Earthworm Jim, there's plenty in the main game that will please platform fans. Similarly, the graphics aren't exactly pushing the Megadrive to its limits — they go for a more cutesy feel, which suits the game perfectly. Umm, there's not that much more to say really. It's a platformer, it's not very original, but it's playable enough and not offensive in any way at all. Which makes it rather nice all round.

## PICK A CUP... ANY CUP

A rather strange bonus game interrupts the platform action, offering Aero the chance to add points of an extra life to his inventory. Ektor appears as a Mystic Meg figure with three cups, under which are the said bonuses or absolutely sod all. In the classic street trader way, he then rearranges the cups and the player is left to guess which contains the goodies. Hardly taxing, though, it has to be said.

## MISSION POSSIBLE

Whilst wandering around a horror-themed museum with his chick, Aero is attacked by the eternally-evil Ektor who whisks the poor girl away. Again. Thankfully, Ektor has only gone as far as his cloud palace so Aero can see just how far he is from a second attempt at finishing Ektor. However, before he does, he must ride a moving train, explore a frozen ice world (hey, that's original!), and find his way out of the spooky museum he starts in. Thankfully, Aero's diving skills are back with a vengeance, and his swooping and firing skills will aid the little rodent through to the climatic battle. However, Ektor's a wily old bird and whilst Aero is all-too familiar with the likes of moving ledges and swinging ropes, he now has to get to grips with ski-boarding and spinning around on huge cogs. All this to rescue a career...



## INFO

### TRUE LIES

MEGA DRIVE

BY:  
ACCLAIM

PRICE:  
£29.99

RELEASE:  
AUGUST

STYLE:  
SHOOT 'EM UP

PLAYERS:  
1

CONTROLS:  
JOYPAD

CONTINUES:  
NONE

# TRUE LIES

**W**hen it comes to games conversions, last year's movies have about as much appeal as last night's Chinese. This time last year, everyone was raving on about True Lies and Arnie hanging from harriers in Silicon Graphics generated effects sequences.

The best thing you could say about the Megadrive game is that it wasn't Silicon Graphics generated. More Master System generated from the strength of most of the visuals. Still, it was a fairly diverting little maze-cum shoot 'em upper. And so, funnily enough, is this, from the same development stable Beam Software.

You guide Arnie through overhead-viewed interpretations of the film scenes, looking out for gunmen and 'popping caps in asses'. If you should pop a cap into too many innocent asses, you get demoted ('Liespeak for Game Over'). But to help relieve the monotony, there's a variety of pick 'em ups, which toggle your weapon between grenades, shotguns and Uzis.

The outrageous look of the film is lost somewhat on the Game Gear screen. The sumptuous chateau, for example, at the start of the movie, is reduced to bland floorboards and a couple of poxy plants.

In fact, despite the occasional digitised cut screen, this could be any little shoot 'em up from True Lies to 'Noddy goes mental with a chillin' piece'. Having said that, there is an element of gameplay fun involved which demands that it is not totally overlooked.

SEGA



# GAME GEAR

## INFO



MEGA DRIVE

BY:  
SEGA

PRICE:  
£29.99

RELEASE:  
OUT NOW

STYLE:  
PLATFORM

PLAYERS:  
1

CONTROLS:  
JOYPAD

CONTINUES:

# MARKO'S MAGIC FOOTBALL™

**G**reetings readers. Welcome to another chilling episode of Gruesome Reviewsomes. Tonight's particular tale of terror centres around such an innocent looking game. A game by the name of Marko's Magic Football. From the childish writing that greets you when the game is switched on, to the cartoon in-game graphics, it looks just perfect for the... younger gamer. And that dear readers, is where our tale begins.

Imagine all those fresh faced youngsters sitting down to play the game. Picture the contented expressions on their faces as they watch the intro unfurl. A tale about an evil toy factory owner called Colonel Brown. Nothing unusual so far. It's then however, that we get wind of his grotesque scheme. After continued laboratory experimentation on innocent animals, Colonel Brown has come up with a genetic chemical that can turn any living creature into a protoplasmic mess of quivering flesh. And he intends to use it on the local townsfolk, deforming them all into shapeless, bloody piles of meat!

Ha ha ha haaaa!

The tale doesn't end there though. Like all good horror stories, ours has a twist. You see, the true horror isn't the tasteless intro, it's the game itself! Whilst the actual graphics might look highly impressive for the Game Gear, underneath it all is the gameplay of Beelzebub. Steering Marko around such excitingly themed levels as the suburbs, the sewers and the toy factory, you have to dispose of rats, bees and other unholy creatures with 'the magic football'. Unfortunately though, the ball's magic properties mainly consist of it being difficult to use or absent from your feet when you need it.

It's not however, the difficult controls that ruin Marko's Magic Football. Persevere with the game and you find out that it's just dull, with each level providing nothing to peak your interest. It's just the usual platform obstacle course full of baddies to boot your ball at. And thus we arrive at the chilling conclusion of our tale. You see it's not the people of Marko's town who end up as quivering piles of meat. It's the people who play this game. And you thought Colonel Brown was just a fictitious character.



SEGA





THE FILES SHOW  
AZIZ AS HEAD OF  
THE CRIMSON JIHAD.



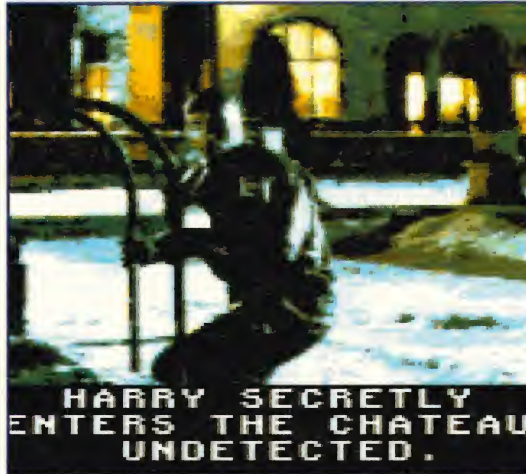
▲ Look at the state of that.  
What is it?

## COMMENT

**TOM GUISE**



True what? Oh yeah, I saw that some time ago. It was okay, but Arnie was better in Red Heat and Total Recall... True Lies is not really a topic of dinner conversation any more. It's old hat, so the strength of the film license here is debatable. The core game is simplistic, but reasonably good fun. The downside is the slow pace of your character's movement, and how it seems impossible to avoid enemy shots more often than not. The game stays reasonably faithful to Beam's Megadrive version, with a few puzzle elements throw in, but basically long levels of 'shoot to kill'. A diversion, but not one for the wish list.



HARRY SECRETLY  
ENTERS THE CHATEAU  
UNDETECTED.

## RATINGS

**64**

### Presentation:

Apart from the password option, negligible.

**70**

### Graphics:

Titchy sprites, bland backdrops. Several miles hence of 'cutting edge'.

**68**

### Sound:

Makes noises in your earhole. No lasting damage.

**67**

### Lastability:

The film is hardly in Halliwell's hallowed hundred, and I doubt the game will linger in the memory.

**73**

### Playability:

The game idea is simplistic enough to engage you immediately, if not totally.

**79**

### Challenge:

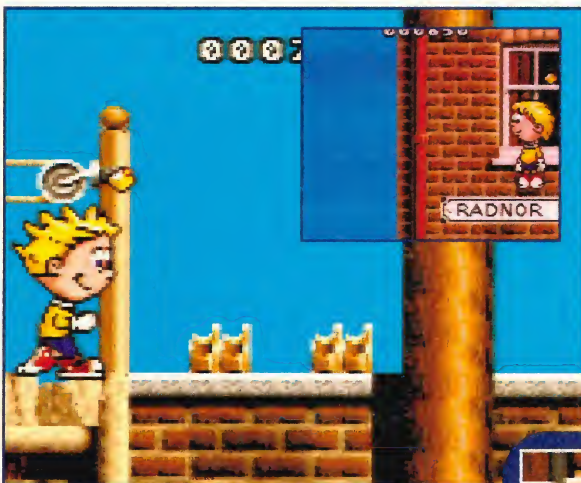
Arnie's sloth causes a few snags, but the game is patterned so you can work it out.

**72**

### Overall:

Average enjoyable, but suffering from a lack of distinction and some slow gameplay.

# GAME GEAR REVIEW



▲ What's he got to smile about. Eh?



▲ Jump. Go on.



▲ Can Bobby come out t'play?

## COMMENT

**TOM GUISE**



I can't say the Megadrive version of Marko's Magic Football ever did anything for me. Aside from the fact that it was quite annoying to control and the gameplay lacked any excitement, I actually found the character quite repellent. The Game Gear version manages to score above its Megadrive counterpart, simply because the graphics are comparatively far more impressive on the handheld. That said though, I still find the actual game tedious in the extreme. There are far better platformers than this on the Game Gear.

## RATINGS

**84**

### Presentation:

A lengthy and quite impressive intro for the Game Gear.

**86**

### Graphics:

The colourful backdrops and well animated sprites could almost be on the Megadrive.

**70**

### Sound:

Those tinkly, chugging tunes that Game Gear owners love so much. Or not.

**64**

### Lastability:

Unless this is your only Game Gear platformer, you won't find this game too addictive.

**69**

### Playability:

Although it plays okay, the actual levels are monotonous the extreme.

**71**

### Challenge:

It's certainly quite tough, because your 'magic' ball refuses to help you out.

**70**

### Overall:

A great looking, but tediously dull Game Gear platformer.



# STAR TREK

## DEEP SPACE NINE



### INFO



MEGA DRIVE

**BY:**  
**PLAYMATES**

**PRICE:**  
**ETBA**

**RELEASE:**  
**TBA**

**STYLE:**  
**PLATFORM RPG**

**PLAYERS:**  
**1**

**CONTROLS:**  
**JOYPAD**

**CONTINUES:**  
**PASSWORD**



▲ A trekkie contemplates life.



**C**ompared to the galaxy-bursting Enterprise days of both generations, Deep Space Nine seemed, at times, like an episode of Brooklyner or Corbair. Each week viewers could tune in to catch up on the latest gossip and intrigue from the edge of galaxy. Would the nasty ol' Cardassians put another spanner in the Federation's works? Could lone dad Ben Sisko keep his young tyke of a son under control? How much longer could the majority of the cast bear the ton of make-up on their faces? These and other intriguing questions have also made it to the console conversion of the telly series to the Megadrive.

Programmed by esteemed coders Novatrade — the team responsible for introducing sub-aqua super star, Ecco, to the gaming fraternity — the game's intention is to bring an episode of Ben Sisko's problems under the control of the player. For the unconverted to the political intrigue that surrounds a supposedly desolate space station, the present crisis began after the Cardassian pirates abandoned the outpost following years of rule over the Bajorians. Their departure marked the chance for the Federation to act as guardians for this edge of the galaxy. But coincidentally, once the Star Fleet had set up shop, a giant wormhole appeared leading to the opposite side of the galaxy. Not too exciting, you might think, but consider a journey of 65 years at max warp reduced to a matter of seconds, and it becomes apparent why the Cardassians want the station back.

The game has lifted specific events from the live action, familiar to viewers, to act as episodes all leading to the eventual defence of the location from the clutches of non-Star Fleet hands. From on-board the station flushing out mysterious Redemptionist terrorists and their thermal charges in the cargo bay, to navigating a shuttle through the treacherous rapids of the Wormhole, Novatrade have tried to vary the gameplay as much as possible. And this is where the plus points of the title come to an end.

Unfortunately, and surprisingly, the developers have not built on the experience and talent that made Ecco such a huge hit with the gaming community. The visuals, although varied, are decidedly poor. Graphically the locations are drab and far too long-winded, and the animation for the characters is stilted, attempting to cut corners on the frame rate. In terms of gameplay, the boredom factor of continually having to communicate with widely spread informants, who are more often than not of little use, comes to the fore. Deep Space Nine becomes a tedious pursuit of information that really isn't worth knowing.

SEGA





## COMMENT

**RICH LEADBETTER**



Deep Space Nine, the TV series, wasn't as fab as the Next Generation crew, that's without question, but why relegate this licence to the realm of software non-event? I'm quite amazed this game made it past the development stages. The graphics are unquestionably residing on the below average to poor limit, making it an even more painful prospect to run around and gather information. In terms of its RPG appeal, DS9 makes the fatal mistake of forcing the player from one end of the environment for small snippets of info to prolong the game life. This may have been vaguely passable in the early days of 16bit, but by today's standards you'd have to be a Star Trek nut to even consider taking this home.

## COMMENT

**SAM HICKMAN**



Well, I have to admit that I'm not that much of a Trekkie in the first place, so it makes little difference to me whether or not the game follows the TV series down to every detail. But, I do like adventure games, and it's immediately apparent that this just isn't up to scratch. For a start, there's hardly any action within the game, and the whole environment just doesn't look very interesting. Plus, I have to say that getting the right information from people can prove to be a very tedious affair, and if anything, it stops you from getting on with the game proper. It's a shame that no one has made a decent Star Trek game yet, but I don't think fans of the series will be at all impressed with this offering.



▲ Wahey! Just like Batman!



▲ I don't know if I like your tone m'lud.



## STARS OF THE SCREEN

During the adventures aboard the space station, the player can expect to bump into familiar characters from the TV series. Paying a visit to the infamous bar, intergalactic landlord Quark proffers words of wisdom on where to investigate next for clues. Likewise, constant chats to the other members of the DS9 crew are a vital source of information and potential grief. However Ben's not always the best person for some specific missions, and this is the opportunity for other officers to grab their 15 minutes of glory. For example, Odo's morphing powers come to the fore on board a Cardassian cruiser where he can outwit the interior laser cannon defences in his rat-like form.

## RATINGS

**69**

### Presentation:

Nice title screen of the space station — but little else.

**57**

### Graphics:

The environments are reminiscent of the telly series, but lack colour and character animation.

**65**

### Sound:

Very average tunes and standard FX, but they have included some of the authentic phaser blasts.

**59**

### Playability:

Slow and unexciting gameplay, not aided by the poor character control.

**68**

### Challenge:

Time limits and varying difficulty offer a reasonable challenge.

**58**

### Lastability:

It does get very samey after a short time — not much to keep going for.

**59**

### Overall:

The drab visuals and uninspiring gameplay all point towards another failed TV license. Steer well clear.



# EXO SQUAD



## INFO



MEGA DRIVE

**BY:**  
**VIRGIN**

**PRICE:**  
**£TBA**

**RELEASE:**  
**TBA**

**STYLE:**  
**SHOOT 'EM UP**

**PLAYERS:**  
**1-2**

**CONTROLS:**  
**JOYPAD**

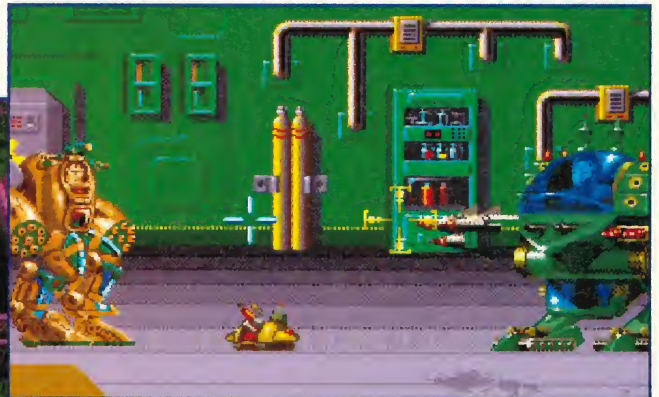
**CONTINUES:**

**T**he time: 2150AD, the place: Planet Earth. A new breed of humans has sprung from the genetic experiments of the past century. The Neo-Sapiens, as they are known, have grown apart from mankind by establishing their own cities and communities. A delicate peace is established between the distanced parties. But, in a bid to destroy the human superiority, a faction of Neo-Sapiens have stolen a time machine to change the course of history. The only form of defence lies in the hands of the Exo Squad, a crack team of four troops geared up to the hilt in suits that look more fitting for a JCB.

Although small in the MEG department, Exo Squad remarkably covers three totally different gameplay arenas. In a Space Harrier-esque flying section, the Exo team confront both suited and booted Neo-Sapiens and their droids in a race through a slalom course lined with explosive barrage balloons. Whereas, back on terra firma, the battle rages in a side-scrolling style familiar to the classic Streets of Rage getting stuck in and wading through the fusing debris of cyborgs and buildings. In a final bid to appeal to a wide range of players, the programmers have also included a snippet of mech bashing beat 'em up, a member of your team exchanging fisticuffs with the Neo-Sapien scuz.

Now, this is all fine and dandy in the variation stakes, but when it comes down to the actual gameplay, Exo Squad starts to fall about at the seams. For starters, the control system is often unresponsive leading to frustration, especially when confronted by targets from all angles. Add to this the clumsy construction of the levels — the flying section adds a new meaning to simplicity in design — and the picture becomes clearer. In the closing days of the Megadrive, after so many years of development on the system, the games playing public expect more, much more!

SEGA



▲ A tense moment for the two robots. Who would win the battle for the turkey burger?





▲ Hey, don't you know green knee pads are all the fashion?



#### STAY ON TARGET!

The key to winning both the side-scrolling and beat 'em up sections is fast and efficient use of the targeting system installed in the Exo suit. During the side-scrolling, the suit switches to auto-pilot allowing the player to concentrate on wiping out the marauding Neo-Sapiens with a swift flick of the D-Pad. In the case of the one-on-one fight to the death, aside from the punches, kicks, and throws, missiles and grenades can be launched at your opponent.

## COMMENT

**SAM HICKMAN**



There's nothing quite as infuriating as a game that doesn't know what it is. Arguably a valiant effort has been made to combine three different forms of gameplay, but none of them come even close to making the grade. Again it's a case of spreading the product too thinly and padding out the filling with drawn out presentation sequences. In particular, the flying sections are laughably bad in their antique approach to dodging the obstacles and shooting at the occasional random object. As for the beat 'em up option, there is absolutely no player/character interaction whatsoever. The game as a whole is a shambles and one to avoid at all costs.

## COMMENT

**TOM GUISE**



Coming from the same stable as Ecco and Cyborg Justice, you would expect this to be a thoroughbred beat 'em up blaster, but it's just about fit enough for the knackers yard. Each of the three sections reveal themselves to be flimsy on gameplay and devoid of variety. The graphic presentation of each is really very poor, beyond the smooth animation of the attack suits and the spacey background. Exo-Squad is a poor idea, badly developed and crudely taped together.



▲ This bit doesn't look too bad.

## RATINGS

**71**

#### Presentation:

Colourful and informative intro sequence, featuring some bizarre haircuts.

**70**

#### Graphics:

Impressively fluid animation of the Exo suits and some nice backdrops, but constant repetition of sprites sandwiched by gaudy and dull presentation sequences.

**56**

#### Sound:

Definite candidate for naff in-game music of the year award.

**60**

#### Playability:

The control system is unresponsive and the gameplay is yawnsome. Need I say more?

**58**

#### Challenge

Plenty to blast your way through, but has an inconsistent difficulty level.

**57**

#### Lastability

The combination of uninspiring gameplay and drab graphics will see the rapid demise of Exo Squad.

**57**

#### Overall:

A fragmented and very, very boring game. Avoid at all costs.



▲ Well, go on then.



# NEXT month

Next month we intend to bring you such awesome Megadrive reviews as *Batman Forever*, *The Ooze*, as well as, dare we say it, *Virtua Fighter 32X*!

AND IN SEGA  
SATURN MAGAZINE...

This mighty tome reaches new pinnacles of brilliance, as we gaze upon 3D Boxing and FIFA Soccer. Plus, we'll take a look at the newly developed levels of *Virtua Cop*, and the new characters in *Virtua Fighter 2*...

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# **SAMPRAS RETURNS.**

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## **The Bullet Is Back...**

